



THE ANCIENT WORLD

THE CAMPAIGNS OF ANCIENT HISTORY

RULEBOOK

THUNDERBOLT

DELUXE EDITION



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1.0 INTRODUCTION

The *Ancient World (AW)* is a series of games, in several volumes, covering the major campaigns and wars that formed the Ancient World, from the Greek/Hoplite Era up through the Roman Empire, almost 1,000 years of history.

This volume expands the coverage of the Roman Republican era to include the 2nd Punic War. We have taken the opportunity to include the first two volumes, *Rise of the Roman Republic* and *Carthage*, to provide a comprehensive view of Rome's journey to dominance in the Western Mediterranean in the 4th and 3rd century BCE. Given the prominence of the Punic Wars, this rulebook will include the elements unique to the Roman military system and to a lesser extent that of the Carthaginian, as they relate to the conduct of military operations. The political, manpower, and other strategic elements will be presented in the individual rules and scenarios booklets.

References applicable to a specific booklet are identified as TB (*Thunderbolt Rulebook*), CR (*Carthage Rules & Scenarios*), and RRR (*Rise of the Roman Republic Rules & Scenarios*). A reference to a same numbered rule all three booklets is identified with SB, shorthand for TB/CR/RRR.

2.0 GAME COMPONENTS

See SB 2.0.

2.1 The Maps

See SB 2.1.

2.2 The Counters

The *Ancient World* system utilizes four basic types of counters: combat units, leaders, organization markers, and Information markers. See SB 2.2 for additional examples.

2.21 Combat Units: The combat units represent types of weapons systems prevalent in this period of warfare, reduced to a manageable number of generic types:

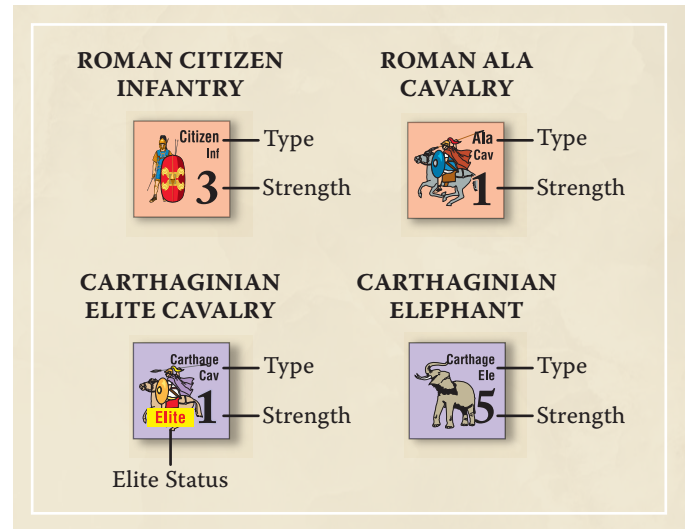
Infantry: The main body of fighting infantry, usually wearing body armor and carrying shields, using such weapons as pikes, spears, swords, and whatever edged or pointed weapon that could cause havoc. We have not differentiated between "heavy" and "light" infantry (archers, slingers, etc.) as we are, essentially, dealing with armies that had a massive preponderance of heavy over light infantry (usually about 10-1).

Cavalry: Mounted troops, often wearing some armor and using lances, spears, and swords. We have lumped heavy cavalry in with light cavalry, horsemen more suited to guard the flanks and do reconnaissance work on the march, often unarmored and fielding ranged weapons, such as javelins and bows. The differences between the two at this level of simulation, and in this era, were not significant enough to include the rules minutiae necessary to reproduce such.

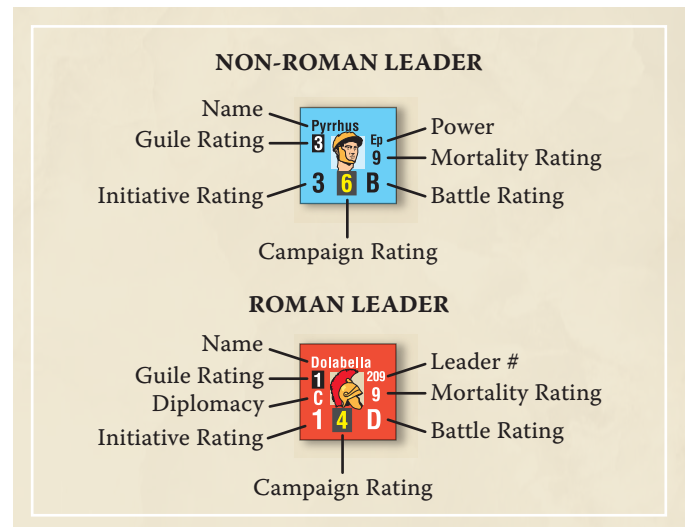
War Elephants: Scary beasts, but highly suspect. Just as likely to trample on your own men as the opposition's. Elephants can be devastating when used well; equally as devastating-but in the wrong direction-when ill-used or used hastily.

Siege Equipment: Siege warfare was not a highly developed craft in this era. Republican-era siege engines mostly consisted of lumbering machinery, such as long-range catapults, towers, etc.

The combat units are identified by type, contingent, and strength. Within a given contingent and type, the units are interchangeable like money. Some contingents are considered "Elite" as indicated on the counter.



2.22 Leaders: These are the guys that lead the armies around the map. Leaders have numerical and alphabetical ratings. See 5.11 for an explanation of the ratings.



Each non-Roman leader also has Leader Activation Markers (LAMs) equal to the leader's Initiative Rating. See 4.1 for further details on this particularly important game mechanic. The Diplomacy rating is only present on leaders in the pre-Punic War scenarios.

2.23 Organization Markers: The combat units in the Roman and most non-Roman armies are grouped into larger organizational structures. For the Romans these are represented by the Legion and Consular Army counters while the non-Romans use Army counters. These counters serve a twofold purpose, showcasing the historical structure where present and reducing counter clutter on the map when used with the Army Displays (see SB 2.3).



2.24 Information Markers: Counters with words and numbers on them are used to record various game mechanics. Examples include markers for UNDER SIEGE, SACKED, SCATTERED, DEVASTATED, USELESS, etc. Examples of these counters will appear in the relevant rules section.

2.3 Player Aids

See the SB 2.3 for the complete list.

2.4 Terminology

See side bar.

2.5 Game Scale

The Game Turns are yearly.

Each hex represents approximately 13 miles from side-to-opposite-side. One hex of traversable terrain would represent about one day's normal march for an army—depending on who was in charge and how anxious they were to get where they were going.

Each Infantry SP represents 500 men, each cavalry SP 300 horsemen, and each Elephant SP 10 elephants.

2.6 The Die

Play of the *Ancient World* requires one 10-sided die, with a 0 being a 0, with the range 0–9.

TERMINOLOGY

ABS: Acronym for After Battle Status.

Active: Leader or player with the Initiative conducting operations. The other player and all other leaders are inactive.

BRT: Acronym for Battle Results Table.

Contingent: Term used to denote separate groups of troops operating within a force.

Continuation: The mechanic whereby a leader gets to keep performing operations after Stopping to undertake some other action.

Devastation: A reduction in the status of a Province.

DR and DRM: Acronyms for die roll and die roll modifier.

Finish(ed): The active leader may not undertake any further operations in that Operations Phase; with most Operations, this is a die roll result. With others, the Finish is automatic at the conclusion of the operation.

Force: Any stack of friendly combat/leader units in one hex. If the hex contains a city, the friendly units inside and outside the city are considered separate stacks and thus separate forces.

Friendly: Combat units, leader units, and cities/ports are considered friendly to a player if they are controlled by or allied to that player. All other units and cities/ports are unfriendly (enemy).

GT: Acronym for Game Turn.

IDS: Acronym for Intrinsic Defense Strength. This represents the city defenses: walls, city militia, etc.

LAM: Acronym for Leader Activation Marker, which is used to determine who goes, and when.

Operation: What a force can do when the leader commanding it is activated.

OC: Acronym for Overall Commander.

Province: The territory within the Provincial Boundary lines. Each Province has an Attrition Rating printed next to its name. Named islands with Attrition Ratings are also provinces.

SADS: Acronym for Siege Assault Defense Strength. This is the defense strength used by the city's defenders against a Siege Assault.

SCR: Acronym for Siege Capability Rating. This is the nation's overall effectiveness in conducting siege warfare.

Stop: Whenever an army or leader halts movement or finishes an operation. In many cases, a Stop signals that the leader is Finished.

SP: Acronym for Strength Point(s).

Strength Point: This represents the manpower of a given unit.

Under Siege: The state a city must be under to conduct Siege Operations.

3.0 THE SEQUENCE OF PLAY

Design Note: *The Sequence of Play listed below describes the major Phases and the general course of play common to all the games in the series. Each game has its own detailed Sequence of Play listed in its rules and scenarios booklet.*

The *Ancient World* uses a randomization-based sequence of play, although some mechanics are done in strict sequence. The players do not “go” in a set, pre-determined order; rather, you must make the most of an opportunity when (and if) it arises. Basically, a player draws a Leader Activation Marker (LAM) out of a cup; the marker contains the name of a leader, or for the Romans, the office the leader holds. The player controlling that leader may then move that leader’s units, attack enemy forces/cities— whatever the rules for Operations allow (5.3). There is no limit as to how far or how much a leader can do with his units, other than his Campaign Rating (5.25), the grinding force of attrition, and certain other restrictions.

A. The Upgrade Phase

- 1. City Rebuild:** Rebuild Sacked cities one level unless they are in a Devastated province (9.85).
- 2. Return/Replace Leaders:** Place wounded leaders removed during the prior GT (8.67) along with any replacements for killed/captured leaders (8.63 B) on the map.

B. Strategic Phase

See SB 3.0.

C. The Initiative Phase

- 1. LAM Pool Segment:** Each player places all the LAMs available for every leader he has in play in a cup or similarly opaque container. In addition, place the Augury marker and the 3 Siege Attrition markers in the same cup.
- 2. Initiative Determination Segment:** Either player blindly draws one marker from the cup. If it is a LAM or a Siege Attrition marker, go to the Operations Phase (D). If it is the Augury marker, go to the Augury Phase (E). If there are no LAMs in the cup, proceed to the Devastation Phase (F).

Play Note: *We suggest that the players alternate drawing from the cup.*

D. The Operations Phase

The player who controls the leader whose LAM was drawn may do anything with that leader that the Operations rules allow (5.3). The phase ends when the leader is Finished. Remove any Failed Interception markers. Play now reverts to C/2. If the LAM says Siege Attrition, the players resolve that (9.5), then play reverts to C/2.

E. The Augury Phase

If the Augury marker is drawn, that player rolls on the Augury Table and the players follow the instructions contained therein. If there are LAMs left, return to C/2.

F. Devastation Phase

- 1. Devastation Recovery Segment:** The players roll to see if Devastated provinces can recover (6.75).
- 2. Devastation Attempt Segment:** The players may attempt to Devastate provinces (6.73).

G. End-Turn Phase

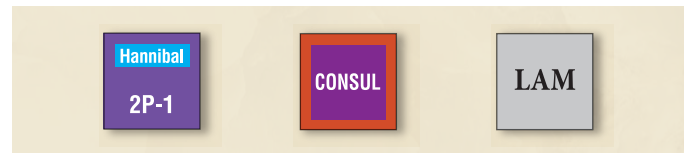
- 1. Inertia Attrition Segment:** The players determine the effects of attrition on those units that have remained in the same province during the GT (6.47).
- 2. Legion Training/Army Efficiency:** The players finish training their Legions (SB 5.4) and increase the efficiency of their Armies (TB, CR 6.7).
- 3. Recovery from Battle:** The players improve the After Battle Status of their forces (8.55).
- 4. Victory Determination:** If this is the last Game Turn of the scenario, the players consult the Victory section to see who has won; otherwise, the players consult that same section to see if either player has achieved an automatic victory. If not, the Game Turn is over; advance the Game Turn marker and start another, beginning with the Upgrade Phase (A).

4.0 THE INITIATIVE SYSTEM

The Initiative mechanics are used to drive the randomized sequence of play and describe how each player gets to move his units. The basic proposition is that a player gets to use (move) only one leader at a time (with some exceptions).

4.1 Leader Activation Markers (LAMs)

4.11 Each scenario has a series of LAMs for each leader. The number of markers for each leader, which varies from 1 to 4, is equivalent to that leader’s Initiative Rating.



Play Note: *Thus, Hannibal, with an Initiative Rating of 4, has four LAMs. Most other leaders have Initiative Ratings of 1 or 2.*

4.12 Roman leaders do not have named LAMs but instead use Magistrate LAMs reflective of the office they hold for the Game Turn. A Roman leader receives Magistrate LAMs equivalent to his Initiative Rating, except for Praetors who receive only 1 LAM regardless of the leader’s actual Initiative Rating.

Play Note: There will usually be two Consuls and often more than one Proconsul in play. The Roman player receives Consul/Proconsul LAMs equivalent to the combined Initiative Ratings of the leaders holding those respective offices.

4.13 Whenever a Magistrate LAM is picked, the Roman player activates a leader who holds that office. If there is more than one leader available, the player may choose any of them; however, no leader may undertake more Operations Phases than his Initiative Rating allows.

EXAMPLE: (Initiative Ratings are in parentheses) Terentius Varro (2) and Aemilius Paullus (2) are the Consuls. There are two Proconsuls in play: Mucius Scaevola (1), and Iunius Salinus (1). There is also a Legion assigned to a Praetor: Valerius Laevinus (3). The Roman player would thus place in the LAM Pool: 4 Consul LAMs, 2 Proconsul LAMs, and 1 Praetor LAM (Valerius gets only 1 LAM, despite his 3 Initiative Rating).

4.14 There are no LAMs for allied forces without a leader. These forces may be included as part of the force of an allied leader. They may also be moved when the allied Overall Commander (OC) expends one of his LAMs to do so (6.13).

4.15 The leader whose LAM has been selected has the Initiative; it is his Operations Phase within which to undertake Operations (5.3).

4.16 When a leader has undertaken his final allowed activation that Game Turn, flip him to his reverse side to keep visual track.

Play Note: This is primarily for the Roman player when he has more than one leader holding the same office.

4.17 There are also Siege Attrition LAMs and Augury LAM; see 9.5 and 13.0 for what to do when they are picked. Some of the shorter scenarios do not use the Augury LAM.

4.2 The LAM Pool

At the start of each Initiative Phase, the players place all LAMs for each leader in play (4.11, 4.12), the three Siege Attrition LAMs, and the Augury LAM (unless the scenario says otherwise), in an opaque cup. This cup and its contents represent the LAM Pool. LAMs are used only for those leaders in play at that time; "in play" means on the map or available to enter as a Reinforcement per the scenario specific rules. If a leader's LAM is picked, that leader may conduct operations until he is Finished (5.25). If a leader has more than one LAM, that leader will have the opportunity to conduct operations more than once in a Game Turn.

Play Note: A careful use of those leaders with good Initiative Ratings is important, as often these leaders are called upon to do things other than simply move and fight— and when they do, these other things can often be critical.

4.21 Whenever a new leader enters the game after the first LAM is drawn for that Game Turn, that leader's LAMs are placed in the pool. However, if the leader arrives after at least 2 of that player's LAMs have been drawn, place only 1 of that leader's LAMs in the pool. Thus, regardless of his Initiative Rating, that newly arrived leader is limited to 1 LAM. Replacement leaders may have additional restrictions (8.66).

5.0 LEADERS

Leaders represent the various kings, tyrants, consuls, and generals who conduct military campaigns. Essentially, combat units cannot do anything without a leader except defend against an attack. Each leader has a variety of ratings to reflect his capabilities (or lack thereof). These ratings paint a personality portrait of each leader. Players will find that while there are a few greats and a couple of incompetents, most leaders are yeoman-like in at least one or two areas.

5.1 Leader Ratings

5.11 Leaders have the following ratings, although some ratings are applicable only to certain types of leaders:

Initiative Rating: Represents the number of Operations Phases that a leader may undertake in a Game Turn. A 4 rating is best (and unusual), while a 1 rating is more common. The rating also indicates the number of LAM markers available for that leader per Game Turn.

Battle Rating: That leader's tactical/battle capabilities when leading an army, including conducting a siege, ranges from A (a Hannibal level genius) to E (incompetent and/or "fish out of water"), and is always used in comparison to the opposing leader's Battle Rating.

Subordinate Battle Rating: Some leaders have a small number following the Battle Rating (e.g., "C1"). This number is used to adjust battle die rolls when this leader is not conducting operations (8.32). If there is no Subordinate Battle Rating on the counter, it is a 0.

Campaign Rating: A rating, the higher the better, against which a DR is compared to affect a variety of campaign decisions, such as Avoidance, Interception, Continuation, Coordination, etc. This rating reflects a commander's ability to keep going.

Guile Rating: A finite number of Guile points used to do a host of unusual things, such as duping a city into surrendering, initiating treachery, impressing the natives, raising troops back home, etc.

Diplomacy Rating: Used to affect alliances, sway minds and hearts, etc. (12.34). Not all leaders have this rating.

Mortality Rating: The likelihood of the leader surviving the rigors of warfare (and life in general) during this period of history. The higher the number, the more likely he will stick around.

Design Note: Don't look for major insight here, as the actuarial tables from the All-SPQR Insurance Company did not arrive in time. The ratings are based, though, on the man's lifespan and propensity for dying in battle.

5.12 Overall Commanders: Each scenario usually identifies one leader as the Overall Commander (OC). He is the highest-ranking leader for that side. OCs function in the same manner as other leaders, except that they have the following special attributes:

- the OC is generally the only leader that can conduct Manpower, Diplomacy, and Ally Movement Operations.
- the presence of the OC generally restricts the size of a force other leaders in the hex can use for operations (5.51).
- if the OC is involved in combat, his ratings are used whether he is conducting operations or not (5.54).

5.13 All other leaders on a player's side are lower ranked than the OC. Generally, these leaders have the same rank. The Romans in all scenarios (SB 4.8) and the Carthaginians in the Punic Wars scenarios (TB/CR 6.6) are exceptions and have a more extensive hierarchy.

5.2 Leader Activation

5.21 A leader may undertake operations in the Operations Phase only when activated. A leader is activated when his LAM is drawn from the pool in the Initiative Determination Segment. Only one leader may be active at any onetime; however, other leaders may be included in an active leader's operation.

5.22 An activated leader may pass, i.e., do nothing in that phase. However, his LAM is not placed back in the pool, and that leader has forfeited the opportunity to conduct operations at that time.

Play Note: This often happens with subordinate leaders stacked in the same hex with their OC.

5.23 An activated leader may engage in any of the operations listed in 5.3 that are available to him. He may continue to be active and conduct operations until he is Finished (5.25).

5.24 A leader Stops each time he completes an operation. Each time a leader Stops, he may be Finished (5.25). If a leader is wounded/killed while conducting an operation, he is automatically Finished.

5.25 Continuation Die Roll: Some Stops result in a mandatory (automatic) Finish; others depend on a DR. In the latter case, the active player rolls the die and compares the DR to the active leader's Campaign Rating:

- if the DR is the same as or lower than that rating, the leader may continue to conduct operations.
- if the DR is higher, he is Finished for that Operations Phase.

Play Note: The Roman player may find it helpful to place the used LAM with the leader or on the Army display as reminder of the number of times the leader has activated.

5.3 Leader Operations

A leader may conduct any one or more of the following operations during a single Operations Phase, subject to being Finished. The description for each operation in this section only serves as an introduction, with the details covered in the appropriate rules section. However, the list is handy in determining whether a Stop at the end of that operation is an Automatic Continue, Automatic Finish, or Continue/Finish as determined by a DR.

A. Leader Movement

The leader may move alone any distance and enter any type of terrain or cross any hexside.

FINISH: Automatic Finish if the leader is not stacked with a friendly combat unit. Automatic Continue if it is the leader's first operation of the Operations Phase; otherwise, it's by die roll (5.25).

Play Note: No need to trace the actual path, just place the leader in the destination hex.

B. Force Movement

A leader may move a force of combat units any distance. Forces undergo possible attrition (6.4) each time they Stop movement. An Overrun attack (6.6) during movement does not result in a Stop.

FINISH: Die roll (5.25). Automatic Finish if the leader's force was successfully intercepted (6.5), unless the active leader's force is the Winner of the battle (8.5).

C. Ally Movement

Same as Force Movement. OC (or other leader designated in the scenario) may move a force of an Allied power that began the scenario without a leader or all the power's leaders have been killed/captured (6.13).

FINISH: Die roll (5.25) for any Stop made by the allied force; Automatic Finish for the OC conducting the operation when the allied force's movement is complete.

D. Attack

A leader with a force of combat units located in an enemy-occupied hex may attack that enemy force. An Overrun (6.6) is not considered an attack for this purpose; it is part of a Force Movement Operation.

FINISH: Winner = Die roll (5.25); Loser or Draw = Automatic Finish.

E. Siege Operations

A leader may conduct Siege Operations (e.g., Assault, Sally, Treachery, etc.) in a besieged city's hex. Placing a city Under Siege is also a Siege Operation (9.21).

FINISH: Automatic Finish for all but Reduction and Repair (9.4), which are by die roll (5.25).

F. Involuntary Surrender

A leader may attempt to get a city to Surrender (9.72).

FINISH: Die roll (5.25). Modify the DR by +2 if the city surrenders and by -2 if it does not.

G. Manpower

This operation is generally available only to an OC. The Manpower raising rules vary by scenario so are covered in the scenario booklets or scenario special rules. The operation may be used instead to replace a leader (8.63). Only one Manpower Operation is allowed per Operations Phase.

FINISH: Die roll (5.25).

H. Diplomacy

This operation is generally available only to the OC. Guile Points may be applied to send Ambassadors who, in turn, can be used to influence alliance levels (12.3).

FINISH: Die roll (5.25).

I. Reform Scattered Units

This operation allows the player to regroup units that have been Scattered during Naval Transport (7.24).

FINISH: Die roll (5.25).

J. Senate Permission (Roman Leaders only)

This operation allows the Roman leader to seek the Senate's permission to allow certain otherwise prohibited actions (SB 4.65).

FINISH: If Denied, Die Roll (5.25); if Granted, Automatic Continue.



EXAMPLE OF CONTINUATION: Consul A. Claudius moves a Roman force from hex 4509 to hex 4506 and enters Arpi. Entry into a city is a Stop so the Roman player first checks for attrition then must check to see if he can continue to conduct operations (Force Movement requires a die roll to Continue, see 5.3 B), including further movement. The Roman player rolls an 8 which is greater than Claudius's Campaign Rating (6), so he is Finished, ending his Operations Phase.

Leader Operations are summarized on the Operations Chart (AW Player Aid Card #2).

5.4 Force Composition

This section describes the composition of forces under a leader's direct control. See SB 2.3 for the role of the Army Displays in organizing forces.

5.41 General: The composition of a force is determined at the start of each relevant operation (Force Movement, Attack, etc.) and reactions (Interceptions, Coordination, etc.). A force may include some or all friendly SP/leaders located in the same hex/city as the leader (5.42 and 5.43 are exceptions). SP/leaders outside and inside a city may be included if there are no enemy combat units in the hex. Otherwise, if the leader is outside a city, only those SP/leaders outside the city may be included; if the leader is inside a city, only SP/leaders inside the city. If SP with differing After Battle Statuses (ABS) are included in a force, use the worst ABS for the operation/reaction (8.54).

Play Note: Non-Roman armies, other than the Carthaginians, do not have SP assigned to armies so SP can be included/excluded from a force as the player sees fit subject to 5.51. The use of army markers in this case is simply to manage large stacks. Players are not required to use them, but it is a good idea.

5.42 Roman Forces: A Roman leader assigned Legion(s) must include at least one Legion (all SP) in his force (9.31 is an exception). If the Legion is not part of a Consular Army (CA), any attached auxiliary/allied SP must be included as well. If the Legion is part of a CA and both Legions will be included in the force, all attached auxiliary/allied SP must be included. If only one of the CA's Legions is included in the force, the attached auxiliary/allied SP may be included or not in any manner at the Roman player's discretion.

Play Note: The Roman Army Display is more than just a set of holding boxes; it is an organization chart showing which SP belong to which Legion, which Legions belong to which Consular Army, the non-Legion SP attached, and other administrative details.

5.43 Legion Integrity: The Roman player may alter the composition of the leader's Legion/Army prior to composing the force by either removing SP from the Legion/Army box and placing them on the map (or holding box) or adding SP located in the same location that are not part of another Legion/Army. There is no limit on the number of SP that can be removed except that at least 1 SP must remain with each Legion. Citizen/Ala SP may be added up to the type and strength limits given in SB 2.2. There is no limit on the number of auxiliary/allied SP that may be added or removed. The player may both remove and add SP at the same time; however, a given SP can either be removed or added, but not both. SP may not be transferred from one Legion to another. Removed SP retain the ABS of their former Legion/Army. If any added SP have a worse ABS, the Legion/Army assumes that ABS.

Play Note: This is the mechanism for dropping off SP as garrisons, etc, and picking up the same, and may be done at the start of any operation involving a force.

EXAMPLE: An active Roman Consul assigned a Consular Army (2 Legions) with a 6 SP contingent of Italian infantry is located inside Pisae (I-2315). The Roman player plans to move to Carthaginian-controlled Arretium (I-2613). Before composing his force for the Force Movement Operation, he removes 1 SP Ala Infantry from each of his Legions along with 2 SP Italian infantry to garrison Pisae. These SP are moved from the Roman Army Display to the map or to the Pisae box on the Roman City Occupation Display. The Roman player wants to include both Legions in the operation so the remaining 4 SP Italian infantry must be included. If the Roman player decided to use only one of the Legions, he could include none, some, or all 4 SP in the force. To note which SP are with which Legion, slide the counters to the respective sides of the Auxiliaries and Allies box on the Roman Army Display.

5.44 Carthaginian Armies: A Carthaginian Army leader must include all the Army's SP in his force (9.31 is an exception). Subordinate leaders may (not must) be included. The Carthaginian player may alter the composition of the leader's Army prior to composing the force by removing SP from the Army box and placing them on the map (or holding box), adding SP located in the same location that are not part of another Carthaginian Army, or forming/incorporating a detachment (TB 6.5). The Carthaginian player can do all three; however, a given SP can either be removed or added, not both. The last SP in the army cannot be removed. When SP are added, adjust the Army Efficiency accordingly (TB/CR 6.7). SP may not be transferred from one Carthaginian Army to another nor to a detachment from another Carthaginian Army. Removed SP retain the ABS of the Army. If any added SP have a worse ABS, the Army assumes that ABS.

5.45 Carthaginian Army Detachments: A Subordinate leader commanding an army's Detachment must include all the Detachment SP in his force. A Subordinate leader may add/remove SP from the detachment, but must retain at least 1 SP. See TB 6.5 for a full treatment of Subordinate Leaders and Detachments.

Play Note: The Carthaginian Army Display works in much the same way as the Roman display, though less complex. Carthaginian SP and leaders in the Army box belong to that Army and are the default force for the assigned Army leader. The Detachment boxes hold the SP away from the Army under a Subordinate leader.

5.5 Multiple Leaders

This section addresses the presence of multiple leaders in a force in a general way. The specifics of the various command hierarchies are detailed in SB 4.8/6.6.

5.51 For non-Roman/Carthaginian powers, if the OC is in the same hex/city with other leaders of that power, only the OC may use all SP present when composing a force for an operation. The other leaders are limited to no more than half the total SP present. Only the OC can include other leaders in his force and is the highest-ranking leader in all circumstances.

Play Note: In other words, if the OC is present in the hex/city, a subordinate can use no more than half the SP present to compose a force.

5.52 Roman and Carthaginian leaders may augment their force by including other leaders and their assigned Legions/Army located in the same hex/city if those leaders are lower in the command hierarchy. There are two exceptions:

- A Roman Consul can include the other Consul even though they have the same rank. When conducting a Force Movement Operation, the Consul cannot include the other Consul if he participated in a Force Movement Operation conducted by that other Consul in an earlier Operations Phase.
- A Carthaginian Army leader cannot include a detachment belonging to another Carthaginian army.

When other leaders and their Legions/Armies are included in an operation, those Legions/Armies are taken in their entirety. SP cannot be added or removed from those Legions/Armies.

5.53 Only the leader conducting the operation, or one attempting Interception (6.5) or Coordination (8.26), uses his ratings, with two exceptions:

- Other leaders in the force may always use their Subordinate Battle Ratings to affect combat (8.32).
- When conducting an Attack Operation, if the activated leader is a Roman Consul and the other Consul is part of the force, the Roman player rolls one die for each consul. Use the ratings of the Consul with the higher roll for the Battle. If the DRs are the same, use the rating of the Consul conducting the operation.

Design Note: When both Consuls were present, they alternated command of the armies daily.

5.54 If there is more than one leader in a defending hex/city, the defending player uses the ratings of the highest ranked leader for any Avoidance attempt (8.22) and Battle considerations. If all leaders are of equal rank, the defending player chooses. However, if both Roman Consuls are present, use 5.53 bullet #2 above to see which Consul is in charge.

5.55 All units in the defending hex must participate in the defending force regardless of command restrictions. Units inside a city in the hex do not participate (Coordination (8.26) is an exception).

5.56 If a player wishes to attempt Interception (6.5) or Coordination (8.26) from a hex/city where more than one leader is present, the player may choose the leader to make the attempt. The units that comprise his force are limited by any restrictions described above or in 5.4.

5.6 Guile

5.61 Each leader has a certain number of Guile Points, which he may use to affect a variety of things. If a leader has a Guile Rating of 0, he has no ability to use this rule.



5.62 The Guile Rating is the number of points usable per Game Turn. Any number of available Guile Points may be used at any one time. Use **GUILE POINT** markers to keep track of how many Guile Points have been used.

5.63 Guile Points may be used to affect several items, the rules for which are explained elsewhere. If Guile Points are used as a DRM, they must be announced before the die roll is made.

5.64 If both players are going to use Guile Points (as in Sieges) the points are allotted in secret and revealed simultaneously. See the Guile Point Reference Chart (*AW Player Aid Card #1*) for a summary of circumstances where this Guile rating may be used.

6.0 MOVEMENT

***Design Note:** The movement rules are somewhat longer, and more involved, than those in many games, mostly because of the continual movement mechanic, and the fact that there are no Movement Points, per se; the movement system is based on Attrition, not movement range.*

6.1 Leaders And Movement

6.11 Combat units may not move unless they are stacked with a leader or activated as part of an Ally Movement Operation (6.13). For a leader to move combat units or other leaders, he must begin the Force Movement Operation by composing a force of units stacked in the same hex/city (5.4).

6.12 Leader Movement Operation: Leaders may move alone using Leader Movement, but if they Stop in a hex without a friendly combat unit, they are automatically Finished for that Operations Phase. If Leader Movement is the first operation undertaken by the leader in his Operations Phase, the leader may automatically continue after a Stop in a hex with a friendly combat unit. If it is a subsequent operation, the player must roll for Continuation (5.25).

6.13 Ally Movement Operation: OCs (or other eligible leaders as designated in the scenario) may move a force of an Allied power that begins the scenario without a leader, or all the power's leaders have been killed/captured. Such units may only move; they may not do anything else. They may Stop, and if the player wishes to Continue, he rolls to do so using the Campaign Rating of the leader conducting the operation. The leader does not have to be stacked with or within any specific distance of the force. Ally Movement Operations may only be used with one force per Operations Phase, though the moving force may Stop and then attempt to Continue as many times as the player wishes. The Ally Movement Operation has an Automatic Finish.

6.2 Continual Movement

6.21 Force Movement: Movement Allowances are not used in the *Ancient World* system. A leader and his force may continue to move as far as the player wishes. However, if a leader Stops (6.22) for whatever reason, the owning player must immediately check for Attrition (6.4). If the leader plans to conduct other operations including additional Force Movement operations, he must roll for Continuation (5.25).

6.22 Stops: A leader must Stop before he is able to perform another operation. A leader that uses Force Movement must Stop if the force enters a city (6.37), crosses a Strait (6.39), or is Intercepted (6.5). An Overrun (6.6) is not a Stop. A leader may voluntarily Stop at any other time.

***Play Note:** The presence of enemy units does not force a Stop.*

6.23 Every time a leader Stops the player must:

- check for Attrition (6.4) if moving a force; and then,
- check the Operations Chart to see if that Stop is an Automatic Finish or a DR Finish (5.25). In the latter case, if the player wishes to conduct additional operations, he rolls to see if he is Finished.

6.3 Terrain

General Principle: There are no movement point costs to enter a given hex. Instead of expending movement points, moving forces accumulate Attrition Points (6.4).

6.31 There are four different types of land hexes:

- **FLAT:** no effect other than to note that entering such a hex without using a road produces greater attrition.
- **ROUGH:** like flat but with an attrition cost in some provinces. Rough terrain reduces the effectiveness of cavalry in battle.
- **MOUNTAIN** and **MARSH:** heavy attrition cost, and the hexes negate the use of cavalry and elephants.

6.32 Impassable Hexsides: There are several impassable hexes and hexsides on the maps. These represent terrain so imposing (usually mountains, but not always) that movement across them was militarily impossible in this era. No combat unit may cross/enter such a hexside/hex (but leaders moving alone may, see 5.3/A). The same applies to combat units with respect to All Sea hexes, Coastal hexes without land, and Lake hexsides, though combat units may move by sea using Naval Transport (7.2).

6.33 Road Levels: The road network on the map does not exactly speed movement, it simply makes it easier and less corrosive to move a large body of men. The remarkable Roman network of roads was built over a long period of time. Thus, some roads that are present in one scenario may not be present as roads in others. To that end, we have given the

roads available in each scenario different symbols/colors, noting their presence, as follows:

- Level A: Present starting in 310 BCE.
- Level B: Present starting in 264 BCE.
- Level C: Not present.

Historical Note: Major building of roads that used lime mortar and cement did not start until the Via Appia (from Rome into Campania) was constructed in c. 312 BCE. There were roads before then, but, most likely, these were dirt tracks (sometimes augmented with gravel), the most famous of which was the original Via Latina (which pretty much followed the road that leads from Rome through Latium into Cassinum).

Play Note: No, it is not a mistake. There is no road in I-4015 (the Pontine Marshes) until the Empire. The engineers of the republican era could not solve the problem of driving piles into swamp, so the two sections of the Via Appia were separated by about 20 miles of channels, marsh and generally watery muck-traversable by ferry if you had the bucks. Armies? They had to slosh on through.



Design Note: The roads in the game represent only the major roads constructed by the Romans, the ones that had names like Via Appia, Via Clodia, etc. There were, to be sure, other (minor) roads—really tracks which armies used, e.g., the road alongside the eastern shore of Lake Trasimene (essentially, hex I-2912) where Hannibal showed the Romans exactly how effective “Punic Treachery” could be, but these were far too numerous to include, and their effect, albeit minimal, was sometimes considered when figuring out exactly what AP level a given hex should have. There is some disagreement among the sources as to exactly when some of these roads were completed. In case of such disagreement, we have opted for a usage context.

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6.34 Road Effects: Roads have the following effects, but only if the units move directly from one connecting road hex into another connected road hex.

Level A Roads

- The Province Attrition Cost is 1 AP when moving entirely by road within a province.
- There is no AP cost when crossing any type of river crossed by a road.
- Roads reduce the Interception DRM for moving through Marsh and Mountain (6.54).

Level B Roads

Same as Level A from 264 BCE onward. Treat as Level C roads prior to 264 BCE.

Level C Roads

No effect in most provinces. Specific exceptions are described in TB/CR 2.1.

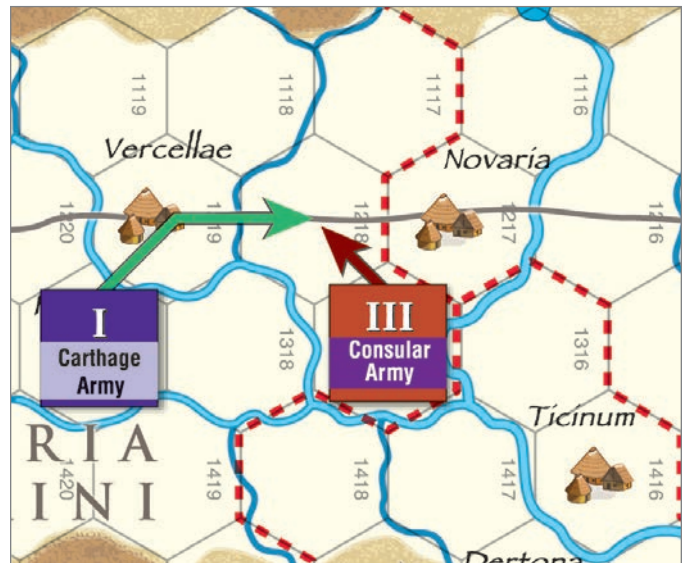
6.35 River Effects: Although there are no Zones of Control as in other games, forces of a certain size and composition can control the side of the river they are on. The following forces are capable of River Control:

- any force that contains at least 4 SP of cavalry, or
- any force of 20 SP or more of any type

A leader able to conduct operations with the force must also be present.

Such a force controls the hex it is in, and all hexes adjacent to that hex that are on the same side of any river(s) that are part of the hex the units occupy. Control does not extend across any river hexside or any impassable hexside.

If an enemy force crosses the associated river and enters a controlled hex not occupied by the friendly force, the owning player may immediately move the friendly leader and a force to the hex entered and may then initiate a Same Hex Interception (6.52). This force does not check for Attrition. If an enemy force enters the friendly occupied hex itself, the leader of the friendly force may attempt Same Hex Interception immediately; he does not have to wait for the enemy force to move through the hex.



EXAMPLE #1: A Roman Army is in hex I-1317. A Carthaginian Army approaches from the west. The Roman Army has River Control of I-1218 and I-1217, but NOT I-1417 or I-1418 since those hexes are separated from I-1317 by a river. If the Carthaginian Army moves into I-1218, the Roman Army may immediately move into I-1218 and make a Same Hex Interception attempt.



EXAMPLE #2: A Roman Army is in I-3414. A Carthaginian Army approaches from the north. The only hex, other than the one it is in, that this Roman force river-controls is I-3514. It does not control I-3313 (separated by a river) or I-3314 (the river crossed was not part of the river controlled).

Flat

Rough

6.36 Non-Existent Cities: The map is littered with a whole bunch of cities (most are more towns than cities). These cities are classified as Small, Medium, or Large in terms of their Intrinsic Defense Strength (IDS). Some cities exist in one scenario but are non-existent or have a different IDS in others. Each scenario has a Provincial Information Chart (PIC) that notes if a given city does not exist in that scenario, in which case you ignore it. The counter mix includes several markers with the terrain type that can be used to cover the non-existent cities.



6.37 Inside or Outside Cities: Hexes with cities are unusual in that a force can be in the hex but not inside the city. Moving from outside the city to inside is (part of) a Force Movement Operation, and entering a city is a mandatory Stop (6.22). A force may freely enter any city that the player either controls or is allied to that player. Non-allied or cities controlled by the opposing player cannot be entered with a Force Movement Operation. A city Under Siege (9.21) may not be entered, nor may a force (or a leader alone) Under Siege leave that city (Ports are an exception; see 7.2). A force may always enter a hex where a city is located regardless of its allegiance or control status.

Rules Note: To keep counter clutter to a minimum, by convention:

- An enemy force located in a hex with a friendly city is considered outside of the city. If the friendly city lacks a control marker or friendly SP (this will be the case for Home or Allied provinces – see 11.1), place an OUTSIDE CITY marker on the enemy force as a reminder of which side the city is on.

- A friendly force of SP without a leader located in a hex with a friendly city is considered inside of the city. Army/Legion forces or those with a leader are considered inside a friendly city unless specifically marked otherwise.

Play Note: Given that stopping in a friendly city is beneficial with regards to attrition, and since reinforcements are usually placed inside a city, the occasion for a friendly force to be outside a friendly city is rare. We have provided a handful of OUTSIDE/INSIDE markers when who is where is in doubt.

Garrison 1



CARTHAGE

6.38 Cities with garrisons of one or two counters are best left on the map. If a garrison has several counters or there are larger forces (Armies/Legions) present, use the player's City Occupation Display to manage the stacks. If the city is named on the display, simply put the units in the appropriate box. Otherwise, put the units in a numbered Garrison box, and place the same numbered GARRISON control marker in that hex.

Play Note: More extensive rules on this mutually-occupied, city/hex situation will be found in the Siege rules (9.0). The important thing to remember here is that you can always move through an enemy-occupied hex; entering an unfriendly city requires a Siege, Surrender, Treachery, etc.

6.39 Straits: Land units may cross the straits listed below without using Naval Transport (7.2). The crossing may be either directly into a friendly city or outside the city; a port is not required. The crossing may or may not be opposed depending on the player's Naval Superiority in that strait (7.3). A force cannot use Interception, Avoidance, or Retreat across a Strait hexside. A move across a strait directly into a city cannot be Intercepted.

The Straits of Messina (Fretum Siculi): A player may move across the Straits of Messina from Rhegium (I-6015) to Messina (I-5915), or vice versa unless the hex that the player wishes to move his force *from* is enemy-occupied, whether inside or outside the city. In that case, he may not cross. You may cross if the landing hex is occupied and may be into the city (if friendly) even if it is Under Siege. Crossing the straits requires a Stop when you "land."

The Sardinian/Corsican Straits (Fretum Gallicum): A player may move across this strait from Tibula (I-3227) to Marianium (I-3126) or vice versa using the same premises as for the Straits of Messina.

Design Note: There does not appear to have been as much travel across the Fretum Gallicum as there was in other straits.

The Fretum Gaditanum (The Pillars of Hercules): Includes the straits from Tingi to Baelo (S-2547, S-2648, S-2649) and the one ending at Calpe (S-2647, S-2747). Use the same premises for the Straits of Messina.

6.4 Movement Attrition

Design Note: Attrition is the gradual erosion of strength an army suffers from extended movement, movement through difficult terrain, movement through areas where food and supplies are difficult to procure, simply staying in one place and eating everything in sight, and/or a combination of all the above. Attrition is what prevents a player from moving all over the place in a single Game Turn. The larger the force, and the farther it moves, the more likely it is to suffer losses.

General Principle: Each time a force Stops, and before it can do anything else, the owning player checks for attrition.



6.41 Attrition Points: A force accumulates Attrition Points (AP) as it moves within or into each province. The number next to the province name is its Attrition

Rating when any non-road movement occurs in that province. For example, Lucania [3] means that it costs an army 3 AP to move within that province in any hex other than exclusively by road. There are several adjustments and additions to this cost:

Flat/Rough: No AP cost. See TB/CR 2.1 for an exception.

Mountains: Each Mountain hex entered incurs 6 AP, in addition to any province cost.

Marshes: Each Marsh hex entered incurs 3 AP, in addition to any province cost.

Rivers: Each Minor River incurs 1 AP and each Moderate River 2 AP. See 6.34 for an exception.

Roads: See 6.34.

Devastated Provinces: If a province is Devastated (6.7), double (2x) the Province Attrition cost.

Players keep track of the APs accumulated by a moving force on their Attrition Point Tracks.

These costs are summarized in the Attrition Cost Chart (AW Player Aid Card #2).

Play Note: A force that starts its move adjacent to a Province boundary and crosses it, does not incur the AP cost of the province it left since there was no movement within that province.

6.42 Adjusted SP Total: To check for attrition, the player first totals the number of SP in the affected force. Cavalry SP are doubled for the purpose of determining this total.

6.43 Attrition Loss Points: After determining his adjusted SP total, the player then consults the Attrition Results Table (AW Player Aid Card #2) and finds the row corresponding to the number of accumulated AP (drop fractions), adjusted for any city effects (6.44). The final row may be adjusted if any of the following apply:

Mountains: If, at any time during movement, the force entered more than 2 consecutive Mountain hexes, the player adjusts 1 row down.

After Battle Status: If any units in the force are Disorganized, the player adjusts 1 row down; if any are Useless, the player adjusts 2 rows down. A force assumes the status of its worst unit.

Large Forces: For every 50 SP above 250, or fraction thereof, the player adjusts 1 row down.

Overruns: If an Overrun (6.63) was part of movement, the player adjusts 1 row down.

The maximum allowed Row Adjustment is 4 down.

Cross-indexing the adjusted Strength Points with the adjusted AP total gives the number of Attrition Loss Points (ALP). See 6.48 for the effects. If the AP total is less than one, there is no attrition.

6.44 City Attrition Point Adjustment: If the force has stopped inside a city (not just in a city hex), subtract that city's IDS from the AP total. Thus, a force that halts movement inside a Small city would subtract 1 AP from any APs incurred during that movement.

6.45 If a force Stops simply to check for attrition, as opposed to doing some other operation, this is still treated as a Stop, and requires a Continuation die roll (5.25).

6.46 After the player checks for attrition, the AP level returns to 0 (zero). There is no AP carry-over.

EXAMPLE: A force under Hannibal consisting of 55 Infantry SP, 9 Cavalry SP (approximately 30,000 men) and 2 Elephant SP moves from Pisae (I-2315) in Northern Etruria to I-3514, just north of Roma, avoiding a large Roman force in hex I-2916 by remaining outside its interception range. The force has accumulated 6 Attrition Points during that move: 2 AP for movement in Northern Etruria, 3 AP for movement in Southern Etruria, and 1 AP for crossing the Minor river from hex I-3013. The road outside Pisae negated the cost of the adjacent river hexside. The force has 75 SP adjusted strength points (cavalry are doubled) for attrition purposes (55 + 18 [9 x 2] + 2 = 75), which means that the force incurs 2 ALP. The Carthaginian player chooses to remove 2 infantry SP.



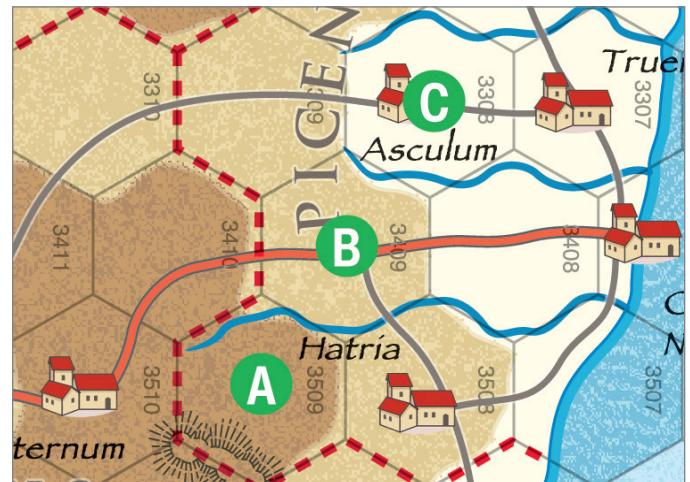
6.47 Inertia Attrition: Forces that do not move outside a province for the entire Game Turn are subject to Attrition because of the difficulty of supplying a large body of men for an extended period in one locale. Therefore, any such force, except for besieged and besieging forces (9.3), must check for Inertia Attrition in the Inertia Attrition Segment. To do so, the player uses the Province Rating (doubled if Devastated) as the accumulated Attrition Points total, adjusted as follows:

Mountains: If, at the time of checking for Attrition, the force is in a Mountain hex, double the province cost.

Inside City: If, at the time of checking for Attrition, the force is inside a city, subtract the IDS.

After Battle Status: If any unit in the force is Disorganized, the player adjusts 1 row down; if any are Useless, the player adjusts 2 rows down. A force assumes the status of its worst unit.

Large Forces: For every 50 SP above 250, or fraction thereof, the player adjusts 1 row down.



EXAMPLE: A force of 55 infantry and 10 cavalry SP (75 adjusted SP) did not move outside the province of Picenum during the Game Turn. The owning player uses the Province Rating [2] for the force's AP to determine the row on the Attrition Results Table. If in hex A, a mountain hex which doubles the Province Rating, the force would suffer 2 ALP. If in hex B, the force would suffer 1 ALP. If in hex C and outside the city, the force would suffer 1 ALP; however, if inside the city, the AP total would be reduced to 1 due to the IDS of the city, which would result in no loss to the force.

6.48 Attrition Effects: Attrition Loss Points (ALP) are used to reduce that force's SP strength. Which units are affected are up to the player within the following restrictions:

- Each ALP requires the removal of 1 SP of any type.
- Each 7th ALP requires the removal of a cavalry SP. Thus, for every 7 ALPs, one eliminated SP must be a cavalry SP.
- A player may use 2 ALPs to eliminate 1 Elephant SP if he has accumulated more than 11 ALPs. Thus, a player who accumulates 12 ALPs may lose 1 EL SP, 1 Cavalry SP, and 9 Infantry SP.

Play Note: A quick review of the Attrition Results Table shows that in most cases only the larger forces (25+ adjusted SP) need to be considered. Typical garrisons can be ignored. There are a few INERTIA ATTRITION markers that can be used to mark those larger forces that may need to be checked.

Design Note: Supply in this era was either through granaries, where copious quantities of grains and foodstuffs were kept for the purpose of feeding the troops, or by foraging on the move. To stand still without a grain supply (here represented by the cities) for an extended period, was to invite trouble.

6.5 Interception

There are no Zones of Control in the *Ancient World*, as the sizes of the hexes and the methods of ancient warfare require a different technique. Instead, the game provides a mechanic called Interception which allows an opposing leader with a force to stop an enemy force that is conducting a Force/Ally Movement Operation or an Interception (6.56). Forces using Avoidance (8.22) or Coordination (8.26) cannot be Intercepted. Along with Avoidance and Coordination, this is the only time a leader not conducting an operation may move with a force, and his ability to do so depends on his position, location, and Campaign Rating. Note that a force can move through an enemy-occupied hex at any time, and if the leader of the stationary force chooses not to intercept, that moving force just keeps moving.

6.51 A leader must have a force to attempt an Interception; the leader cannot intercept alone. The composition of the force must meet the requirements described in section 5.4. Combat units and/or Legions/Armies that are Disorganized or Useless cannot participate in an Interception.

6.52 Interception Range: A leader outside of a city has an Interception Range of 3 hexes, not including the hex the leader is in; if inside a city, the Interception Range is 4 hexes. The range is traced to the hex the force is moving into. The Interception Range may not be traced *into* an impassible hex or across an impassible hexside, nor may it be traced across a strait (6.39). The path cannot be traced through an enemy-occupied hex (not city) although it can be traced into one. A leader may not intercept a force that moves into his hex and Stops (crossing a river 6.35, a strait 6.39, or disembarking 7.23 are exceptions), but it may attempt Same Hex Interception against a force moving out of the hex (and see 9.22). A force moving into or out of a city cannot be intercepted.

6.53 A leader can attempt an Interception against a moving enemy force only *once* per Force Movement Operation unless the enemy force moves out of range and then, later in the same Force Movement Operation, moves back within range. The leader may attempt another Interception in that situation.

6.54 Interception Procedure: If a force attempts to leave a hex with a city, and there is an enemy leader with a force inside the city, any Interception attempt by that leader is automatically successful. In all other situations, the player making the attempt rolls the die and compares it to the Campaign Rating of the intercepting leader, applying the following DRMs:

Distance: +1 for each hex distance. Thus, the DRM would be +2 if attempting to intercept an enemy force moving into a hex 2 hexes away. There is no distance modifier for an attempt against an enemy force trying to leave the hex occupied by the intercepting leader nor when River Control is involved (6.35).

Rivers: +1 for each river hexside crossed by the intercepting leader's force to reach the targeted enemy. Roads have no effect.

Marshes: +2 for each Marsh hex the intercepting leader's force occupies or would enter to reach the targeted enemy force unless the intercepting force uses an existing road to move through that hex. Such road movement must be from connecting road hexes.

Mountains: +3 for each Mountain hex the intercepting leader's force occupies or would enter to reach the targeted enemy force unless that force uses an existing road to move through that hex. Such road movement must be from connecting road hexes.

Disrupted: +2 if any unit in the intercepting leader's force is Disrupted (8.53).



EXAMPLE: The diagram above shows the Interception modifiers for each hex, taking only distance and terrain into account. Hannibal requires a DR less than or equal to 7 to succeed.

6.55 Interception Die Roll: Having made the above adjustments, if the adjusted DR is higher than the leader's Campaign Rating, the attempt has failed, and the enemy force keeps moving. It is not considered to have stopped for attrition purposes. The intercepting force stays put. If the adjusted DR is the same as or lower than the leader's Campaign Rating the Interception is successful. If successful:

- **Step 1:** The intercepted force Stops and checks for attrition.
- **Step 2:** The intercepting force is moved into the enemy's hex, after which it Stops and checks for attrition (however, see 6.56).

- **Step 3:** A battle is immediately fought, with the intercepting force being the attacker. If the intercepted leader's force is the Winner (8.5), continued operations is determined by a Continuation die roll (5.25), otherwise that leader is Finished.



Failed Interceptions: If a leader attempts Interception and fails, place a FAILED INTERCEPTION marker on his force. If that force is attacked during that same Operations Phase, the attacker receives a +2 DRM to his Battle DR, regardless of the number of failed attempts. Remove the marker at the end of the current leader's Operations Phase.

Play Note: Interception applies only to a moving force. Other, non-moving forces belonging to the intercepted player use Coordination (8.26) if they want to get involved.

6.56 Intercepting an Interception: A successful intercepting force may itself be intercepted by a different enemy force, using the same rules above. Thus, you may have a situation where Army X is conducting a Force Movement Operation within interception range of Army A (this could be the same hex). The leader of Army A attempts to intercept and is successful, but in moving toward Army X's hex, enters the interception range of an enemy Army Z. That leader may then attempt to intercept Army A. If Army Z's leader's interception is successful, Army Z moves to Army A's hex and does battle there after which Army X continues its move as if nothing had happened. If the leader of Army Z fails in his interception attempt, Army A completes its interception move and does battle with Army X.

6.57 Double Envelopment: In the above situation, if the interception target hex of Army Z was within range of Army X (the one that was intercepted by Army A), the leader of Army X could wait until Army Z was in Army A's hex and then roll for its own Interception! In that case, Army X and Army Z are now considered the attackers!! ... and will not Army A be an unhappy camper. This is called, for game purposes, a Double Envelopment. If attacking with a Double Envelopment, the attacker receives a +4 DRM to the Battle DR in addition to any other adjustments. This is the only situation where a leader conducting an operation can attempt an interception. The leader of the force conducting the operation, here the leader of Army X, is in command of the forthcoming battle. The Command Hierarchy (5.5, SB 4.8/6.6) rules do not apply.

Play Note: Cases 6.56, 6.57 sound a mite confusing, but it does not happen too often, and it is much simpler when you are moving your units around than when reading about it.

6.58 Ambush, or "Punic Treachery": A player may attempt to Ambush the moving force as part of an Interception. However, Roman leaders cannot make the attempt. To Ambush, the intercepting force:

- must start in a Rough, Marsh or Mountain hex, outside of a city, *and*
- may not cross a river, *and*

- must attempt the Interception from the same or an adjacent hex, *and*
- the moving force cannot be in a Mountain or Marsh hex.

To resolve an Ambush, the intercepting player follows 6.54, with the following additional DRMs:

- +3 for the Ambush attempt.
- +/- the Battle Rating differences between the leaders, treating an A as a 1 and an E as a 5. Thus, an A-rated leader attempting to ambush an E-rated leader would provide a -4 DRM.

AMBUSH EFFECT: If the Ambush/Interception attempt is successful, when resolving combat, the ambushing player receives a +5 DRM to his battle DR!

Design Note: Why can't the Romans use ambushes? Well, this sort of thing was done only by "barbarians"; e.g., the Samnites, who really caught the Romans napping at the Caudine Forks at the beginning of the 2nd Samnite War. Hannibal raised it to an art form. The Republican-era Romans considered it "bad form" to be anything other than direct and obvious when killing your fellow man.

The above is summarized in the Interception Summary Chart (AW Player Aid Card #2).



EXAMPLE: Roman armies are in Praeneste (I-3713) and Amiternum (I-3510). A Carthaginian Army occupies Alba Fucens (I-3711). The Roman player moves the army in Amiternum along the roads towards Roma. When the army reaches I-3613, the Carthaginian player announces that he is attempting an interception with his army in Alba Fucens. His die roll is successful, but as he moves into I-3612 towards I-3613, the Roman player announces that the force in Praeneste will attempt to intercept the intercepting Carthaginian force in I-3612. Not only is the latter attempt successful in I-3612, but now the Roman player may intercept into I-3613 with the moving army in I-3613. If the Roman player is successful, he has achieved a Double Envelopment against the Carthaginian army in I-3612!

6.6 Overrun

Overrun is a situation where a moving force encounters a much smaller enemy force that it simply pushes aside as it continues to roll inexorably forward.

6.61 A moving force can Overrun an enemy force if it has a 9:1 or better SP ratio (8.32) *and* more cavalry SP than the enemy. This latter condition only applies if the enemy force has cavalry.

6.62 Units inside a city, or in Mountain or Marsh hexes, may not be Overrun, nor may a moving force cross a river to directly enter a hex to Overrun. Roads do not negate the effects of rivers for this rule. Units using Naval Transport may not Overrun units in their landing hex.

6.63 If an Overrun situation does apply, the moving force simply eliminates the entire enemy force including any leaders. The overrunning force incurs no loss nor do any leaders present check for casualties. An Overrun is not a Stop (although the player may certainly do so if he wishes), so attrition is not checked. The next time the leader Stops and checks for attrition, the player adjusts 1 row down for the Overrun.

The above is summarized in the Overrun Summary (AW Player Aid Card #2).

6.7 Devastation

6.71 Devastation, the reduction of the ability of provinces to feed troops, occurs in two ways:

- Specific Devastation attempts (6.72).
- As a result of a besieging force foraging (9.53).

6.72 Devastation may be conducted in the Devastation Attempt Segment (F/2) of the Devastation Phase. A player may attempt the Devastation of any province in which:

- he has a force of 25 SP or more *and*
- that force has not moved outside the province during the Game Turn *and*
- there is no enemy force of 25 SP or more in that province outside of a city.



6.73 Procedure: To Devastate a province the player notes the number of SP in the friendly force and consults the Devastation Chart (AW Player Aid Card #2) to determine the Devastation Value of those SP. He then rolls a die. If the DR is less than or equal to the Devastation Value, that Province is Devastated and marked accordingly. If more than one friendly force meets the criteria, repeat the above procedure for each force - stop if a Devastated result occurs. Place a DEVASTATED marker near the province's Attrition Rating on the map.

6.74 Effects: Devastation doubles the Attrition Rating and road cost for that province. It does not affect attrition costs for Mountain/Marsh hexes.

6.75 Recovery: Devastation is not permanent; provinces may recover. In the Devastation Recovery Segment (F/1), one player (it does not matter which) rolls one die for each Devastated province. That DR is adjusted based on the total number of SP of both players in the province that are *outside* of a city. Consult the Devastation Chart to determine the Devastation Value of the SP present and roll a die, subtracting the Devastation Value from the roll. If the adjusted DR is higher than the province's printed Attrition Rate, the province recovers. Remove the marker.

6.76 For Foraging Devastation (9.53), the player wishing to Forage undertakes the same DR as in 6.73 using the SP in the besieging force in the determination. The same results are applied.

6.77 Devastation may have adverse effects on Diplomacy (see 12.31).



EXAMPLE: Campania is currently Devastated. Campania's Province Attrition Rating is 2, but there is a Carthaginian army of 145 SP in I-4710. The strength of the Roman Legion inside Capua is not added to the Carthaginian total. A -3 DRM will be applied to the recovery DR. The Carthaginian player rolls the die, getting a 4. The adjusted DR, however, is a 1, which is not higher than the province's rating, so Campania remains Devastated.

6.8 Stacking

6.81 There is no limit to the number of SP that can be in any hex at any one time.

Play Note: Overloading cities can be dangerous when it comes to withstanding a siege, as another one of those brief glances at the Attrition Table will show. These guys must eat.

6.82 It is possible that two opposing forces will occupy the same hex with neither inside a city. This is allowed.

7.0 NAVAL SUPERIORITY SYSTEM

Design Note: This rule is generally used in scenarios in which naval activities were minimal. The Naval Superiority System covers the biggest problem: the incredible dangers of crossing the Mediterranean in ships ill-suited for such purposes.

7.1 Naval Superiority

7.11 The seas are divided into Naval Zones. At the beginning of the game, each Naval Zone is given a Naval Superiority (NS) level, representing the superiority one side currently has over the other in terms of its naval presence in that area and the ability to patrol it.



7.12 NS Markers: Naval Superiority (NS) levels are represented by a marker of one of the sides ranging from +1 to +4 placed in each naval zone, showing that side's relative naval superiority there, with the absence of a marker indicating a 0 level. The NS level represents just how much better one side was than the other. A +4 would be the equivalent of naval supremacy. The opposing side's NS level is the negative of the NS level on the marker. Thus, if one side has an NS level of +4 in a zone (naval supremacy), the other side's NS level is -4 (nary a galley in sight) while no marker is a NS level of 0 (balance of power).

EXAMPLE: In a conflict with Carthage, a Rome +3 NS marker in the Mare Tyrrhenum indicates a -3 Carthaginian NS Level in that zone representing the respective and relative naval presence in that sea.

Design Note: Since most scenarios use a balanced approach to NS Levels, we have done away with the dual markers as well as the 0 markers – fewer counters to manipulate, especially in the larger scenarios.

7.13 NS levels affect Naval Transport (7.2) and Crossing Straits (7.3) by providing favorable/unfavorable DRMs when determining the outcome of those actions. A sea zone's NS level also serves as a DRM for Siege Attrition (9.5) and Siege Assault (9.3) for besieged ports adjacent to that zone.

7.14 NS levels can be changed by a Re-Allotment of naval assets or construction of new fleets, both of which are handled abstractly for this mechanic. Construction is covered in the scenario book rules while Re-Allotment is described below.

7.15 Re-Allotment: In the Strategic Phase (TB 3.0/B/3/a; RRR 3.0/B/2/a), a player may raise the level of any Naval Zone, any number of NS levels in his favor by removing a similar number of levels from any other zone(s). The maximum number of NS levels that can be removed from any one zone in any single Game Turn is 1, but never from a -4 Zone. Any amount may be added; however, a NS level can never exceed +4.

EXAMPLE: The Romans have a +4 (Carthage -4) in both the Mare Tyrrhenum and the Mare Adriaticum. The Roman player wishes to increase his presence in the Mare Africum, which is presently Carthage +1 (Rome -1). He removes one

level from both the Tyrrhenum and Adriaticum, flipping the counters to the +3 side and replacing the Carthage +1 marker in the Mare Africum zone with a Rome +1 marker.

7.16 A player may both re-allot and construct NS levels in the same phase. Re-allotment has no effect on raising manpower, while construction does.

7.17 Certain results on the Naval Transport Table will affect the NS levels; these are clearly indicated and represent loss of galleys, etc. Regardless, NS levels may never go beyond +4 and implicitly -4.

EXAMPLE: Rome suffers a Heavy Storms result on the Naval Transport Table in crossing the Mare Africum East. The Roman player must reduce his NS level there by 2 so the Roman +1 NS level marker is replaced with a Carthaginian +1 NS level marker to reflect the loss.

7.2 Naval Transport

Procedure: The player may use a Force Movement Operation to conduct Naval Transport, allowing a force to move through normally impassable sea hexes (6.32). The player must start the operation by embarking the force inside a friendly port that has sufficient capacity. The player then moves the force through contiguous All Sea and/or Coastal hexes, stopping in a Coastal hex with some land. The effects, if any, of the move are determined using the Naval Transport Table. The force then may, and sometimes must, disembark, ending the Force Movement Operation. The player may then continue to conduct operations, Continuation DRs permitting.



7.21 Embark: The number of SP that may use Naval Transport from a given port varies with the port's type: Major, Secondary and Minor; the latter two have embarkation limitations as given on the Naval Transport Chart (AW Player Aid Card #2). A force may embark from a port city that is Under Siege. To embark, place a NAVAL TRANSPORT marker on the force.

Design Note: *Thurii (I-5509) is a port as indicated on the map, even though it is not located in a coastal hex. Many sources refer to Thurii as a usable port, and all maps place it where it is. It is probable that the river it is on was navigable to commerce. Naval transport reaching I-5508 can disembark into Thurii.*

7.22 Stopping: The force using Naval Transport can only stop in a Coastal hex that contains some land. When the force stops, the player must determine the effects of the voyage. The player rolls the die and consults the Naval Transport Chart. The DR is modified as follows:

- Naval Superiority Level of the least friendly Naval Zone entered. If that level is in the opposing player's favor, treat the value as a negative DRM.
- -1 DRM for every 20 Coastal hexes (whether any land is present or not) traveled; amounts less than 20 do not count.
- -1 DRM for every 5 All Sea hexes, or fractions thereof, traveled; amounts less than 5 do count.

The Naval Transport result is applied immediately. Unless Scattered or sunk, the force may (not must) then disembark. In either case, the Force Movement Operation is completed. The player may continue conducting operations subject to a successful continuation DR.



EXAMPLE: The trip from Neapolis to Messana incurs no DRM, as it is less than 20 Coastal hexes. Similarly, Caralis (Sardinia) to Drepanum would also incur no DRM when following the path of Coastal hexes.

Design Note: As noted, triremes and quinqueremes, the galleys of the era, were ill-suited for long-distance, deep-sea trips not only because they were unseaworthy but because they could not carry very many supplies. Therefore, most (like 95%) voyages consisted of simply short-hopping along the coastline from one friendly port/beach to another. It was tedious-but it was safe. Players will find it safer to make short haul trips.

7.23 Disembark: If the player decides to disembark, all SP in the force must disembark. The force may disembark into a friendly port city in the hex even if it is Under Siege. SP more than the port/hex Disembark limit given on the Naval Transport Chart are eliminated (player's choice). A disembarking force cannot be Intercepted. Remove the NAVAL TRANSPORT marker after the force disembarks.

Play Note: The ability to land large forces in non-port hexes is supported by several of the campaigns during the Punic Wars. The Romans landed a Consular Army at Cape Bon (I-5834) during the 1st Punic War and the Carthaginian invasion force sent to Sicily in the 2nd Punic War landed at Heraclea Minoa (I-5825).



7.24 Scattered: If the Naval Transport Table (AW Player Aid Card #2) result is Scattered, place a SCATTERED marker on the force and roll for a Leader Casualty (8.61) for all leaders involved. A Scattered force is in the hex (not in port if one is present in the hex) still undergoing Naval Transport. However, it can be attacked in land combat; the force cannot use Avoidance. The force is treated as if it were Useless (8.53) while Scattered, regardless of any ABS the force may have. The force remains

Scattered until a suitable leader conducts a Reform Scattered Unit (5.3 I) operation which removes the SCATTERED marker (also see 7.26). The force may disembark as part of the Reform Scattered Units operation instead of continuing Naval Transport.

7.25 Amphibious Attacks: If a force disembarks in an enemy occupied hex and Attacks that enemy force during the same Operations Phase, there is -3 DRM to the DR on the Battle Results Table (BRT) (AW Player Aid Card #1). If the disembarked force (and this includes a Scattered force) is attacked in that Game Turn before leaving the landing hex, there is a +3 DRM to the attacker's DR on the BRT.

7.26 End of Turn: A force still undergoing Naval Transport, whether Scattered or not, at the start of the Inertia Attrition segment (G/1) must disembark (7.23). A Scattered force must disembark into the hex, not into a friendly port if there is one in the hex. Remove the NAVAL TRANSPORT marker and if a SCATTERED marker is present, replace it with a USELESS marker.

EXAMPLE: The Roman player wants to move his Consular Army inside Panormus (I-5423) to Curubis (C-3327). Since Panormus is a Secondary port, no more than 50 SP can embark. The Consular Army has 44 SP in its Legions and 12 Auxiliary SP. The Roman player removes 6 Auxiliary SP from the Army, embarks the remaining SP, and places a NAVAL TRANSPORT marker on the force. He then moves the army through 18 Coastal hexes to his destination and stops on hex C-3327 (outside the city). He now consults the Naval Transport Table. The 18 Coastal hexes are not enough to earn an adverse DRM. However, the force moved through two Naval Zones: the Mare Tyrrhenum where the Romans have a +4 NS level and the Mare Africum East, where the Carthaginians have a +1 NS Level. That sea zone is the least friendly, so the Roman player incurs a -1 DRM (Rome's NS level here is the negative of Carthage's NS level). He then rolls a 7 (modified to 6) resulting in a 10% loss to his force (5 SP), and a leader casualty check.

7.3 Crossing Straits

7.31 A force may cross a strait without using Naval Transport. When doing so the player making the crossing must check to see if enemy fleets in the zone, represented by the NS Level, intercept the crossing and initiate a naval battle. Any strait crossing where the moving player has a NS level of +3 or less has the possibility of the crossing being opposed. If the player has a NS level of +4 in that strait, the crossing is automatically unopposed.

7.32 To see if the crossing is Opposed, the player conducting operations rolls the die, adjusts the roll by his NS level, and consults the Strait Crossing Table (AW Player Aid Card #2). If the crossing was opposed, the player checks to see how many, if any, of his SP were lost based on his NS level, per the instructions on the table. If Unopposed, there is no effect on the force crossing the strait.

EXAMPLE: The Roman player is crossing the Fretum Siculi where he has an +3 NS level. The Roman player rolls a 3, and adds his +3 NS level for an adjusted DR of 6. The Roman crossing is unopposed with no effect on the Roman force.

If the Carthaginian player attempted the crossing and rolled a 3, the adjusted DR would be 0 since he has a -3 NS level in the strait. The crossing would be opposed and he would have to consult the Attrition Results Table, cross-indexing the Adjusted Strength Points of his force with row D on that table to determine the number of SP lost. He would have had to roll a 7 or better to cross unopposed.

7.33 If cavalry or elephant units are present, at least $\frac{1}{3}$ (drop fractions) of losses must be in cavalry and/or elephants SP, until both are eliminated totally.

7.34 If a force crosses a strait into an enemy-occupied hex and Attacks that enemy force during the same Operations Phase, there is -3 DRM to the DR on the BRT. If the force that crossed a strait is attacked in that Game Turn before leaving the landing hex, there is a +3 DRM to the attacker's DR on the BRT.

8.0 LAND COMBAT

Design Note: The basic design and historical theory being applied here is that battles of the ancient period were won by a combination of leadership skills, cavalry superiority, and tactical position superiority. The Romans added some spice to this mix by elevating discipline and training into the pantheon. While sheer strength in numbers was important, it was rarely the deciding factor.

8.1 Combat Units And Strengths

8.11 There are four types of land combat units: infantry, cavalry, elephants, and siege engines, reflecting the basic tactical systems of the era, reduced, and homogenized for game purposes.

8.12 Each force consists of counters identified by contingent, type and strength in Strength Points (SP).

EXAMPLE: A typical Punic War Carthaginian army might consist of:

20 SP (10,000) Libyan Infantry

15 SP (7,500) Iberian Infantry

20 SP (10,000) Gallic Infantry

12 SP (3,600) Elite Numidian Cavalry

16 SP (4,800) Iberian Cavalry

2 SP (20) Elephants

This force would be represented by combat units of the appropriate strength for each of the six contingent/types. This unwieldy stack of counters would then be placed in one of the Army boxes on the appropriate Army Display while the corresponding Army marker and the Carthaginian leader counter

would represent that force on the map, unless you like the Tower of Pisa Effect of seeing them all on the map.

Play Note: *Those of you who like a little "fog of war" can play that you cannot inspect what is under the leader counter (or in his army box).*



8.13 Elite Units: Certain units may be designated by the scenario as Elite. There are combat units that are marked Elite, and these should be used for those units.

8.14 Groups of Units: Groupings of units such as Roman Legions and Carthaginian Armies have additional effects over and above the combat unit level, which are described in detail in the scenario booklets.

8.2 Pre-Combat: Attack, Avoidance, and Coordination

The general pre-combat resolution sequence is:

1. The player conducting operations announces he is initiating an Attack Operation against an enemy force in the same hex.
2. The defending player states whether he will attempt Avoidance (8.22) and then determines if he succeeds (8.23).
3. If Avoidance was unsuccessful or not attempted, the Attack Operation is conducted; otherwise, the Attack Operation is canceled, and the player conducting operations may select another operation.
4. If the Attack Operation is conducted, both players check for Coordination (8.26), if possible and desired.
5. Proceed to resolve the battle (8.3).

Play Note: *If the player conducting operations moves his force into the hex, he must first Stop and check for Attrition to conclude the Force Movement operation, then check for Continuation prior to initiating the Attack operation.*

8.21 Combat occurs as result of an Attack Operation or a successful Interception (6.5). To perform an Attack Operation, there must be enemy units in the same hex, outside of any city present, as the player's force. An enemy force inside a city cannot be the target of an Attack Operation, though a force inside a city can conduct an Attack Operation against an enemy force in the hex. Attacking is strictly voluntary (except for Interceptions); opposing forces can coexist in the same hex.

The attacking player must compose the force that will participate in the Attack Operation within the Force Composition restrictions (5.4) after announcing the attack. Forces from a successful Coordination (8.26) or Double Envelopment (6.57) may be included regardless of Command Hierarchy (5.5, SB 4.8/6.6); all other forces must adhere to them. *All defending units in the hex must participate in the combat.*

Play Note: The attacking force need not include all friendly units in the hex. If the player moved into the hex, he could exclude units that were part of the moving force and/or include units/other leader's forces that were already in the hex subject to the restrictions given in 5.4.

8.22 Avoidance: The defending player may attempt to avoid battle (or Siege, see 9.22) immediately after the attacker has announced his Attack (or Under Siege) Operation. All defending units in the hex are considered part of a single force and must participate regardless of any restrictions imposed by Force Composition (5.4) or Command Hierarchy (5.5, SB 4.8/6.6). Use the highest-ranking leader for the attempt. If all leaders are of equal rank, the defending player chooses which to use. The defending player cannot attempt Avoidance if any of the following apply to the defending force:

- has been intercepted (6.5).
- has no leader.
- cannot leave the hex or enter a friendly city in the same hex.
- is being Overrun (6.6)
- has a city Under Siege (9.21) and is attacked by the besieged force.
- has a Siege engine unless the player first eliminates it.

8.23 Avoidance Procedure: To determine whether the force may avoid battle, the defending player rolls the die. If the adjusted DR is the same as or lower than the commanding leader's Campaign Rating, the force retreats up to 2 hexes away from its current hex, incurring 1 ALP (6.48) for each Flat or Rough hex entered and 2 ALP for each Mountain or Marsh hex entered.

The force cannot retreat:

- across the hexside through which the attacking force entered immediately prior to the Attack Operation.
- across an impassable hexside or into an impassable hex.
- across a River into an enemy controlled hex (6.35).
- into a hex the force already entered.

The force may enter:

- an enemy-occupied hex but cannot leave that hex unless the hex is also occupied by a friendly force.
- a friendly unbesieged city, including one in the same hex ending the retreat.

Exception #1: The maximum attrition loss that can be incurred by such a retreat is 10% of the retreating SP.

Exception #2: There is no Attrition if the retreat is into a friendly city.

If the adjusted DR is higher than the leader's Campaign Rating, the force is stuck and must defend with a +2 DRM to the Battle DR (8.32).

AVOIDANCE DRMS:

- 2 if the force will retreat into a friendly city in the same/adjacent hex.
- 1 if the force will retreat into a friendly city 2 hexes away.
- 1 if the force is in a Mountain or Marsh hex.
- 1 for each Guile Point expended by the defending leader.
- +1 for each Guile Point expended by the attacking leader.
- +3 if the only path of retreat is across a river.
- +4 if the leader is Roman (Roman Honor)

The above is summarized in the Avoidance Chart (*AW Player Aid Card #1*).

8.24 Roman Honor: The Roman sense of Honor and Duty virtually precluded the idea of avoiding battle. Thus, for any Roman force attempting Avoidance, there is a +4 DRM.

8.25 If a defender has avoided battle, the Attack Operation is cancelled with an Automatic Continue. The attacker is free to go after the retreating force and attempt another Attack Operation against that force or conduct any other eligible operation.



EXAMPLE: Hannibal is in hex I-2614; he moves to attack Consul P. Scipio, Campaign Rating of 6, the highest ranked leader for the 2 Consular Armies (73 SP) in I-2815. The Roman player decides to try to avoid combat with Hannibal. Scipio is within 2 hexes of Clusium, to which he will try to retreat (earning him a –1 DRM), and he has 1 Guile Point, which he will use (earning him another –1 DRM). Hannibal opts to not use any Guile, but since Scipio is Roman, a +4 is added. Scipio, therefore, has a net +2 DRM. The Roman player rolls a 3, to which he adds that +2, for an adjusted die roll of 5, which is lower than Scipio's Campaign Rating. Scipio now moves 2 hexes into Clusium, avoiding the attrition by moving into a city. If the DR had been a 6, the adjusted die roll of 8 would have meant no Avoidance. Scipio would have been forced to defend and incur a +2 DRM (beneficial to Hannibal)

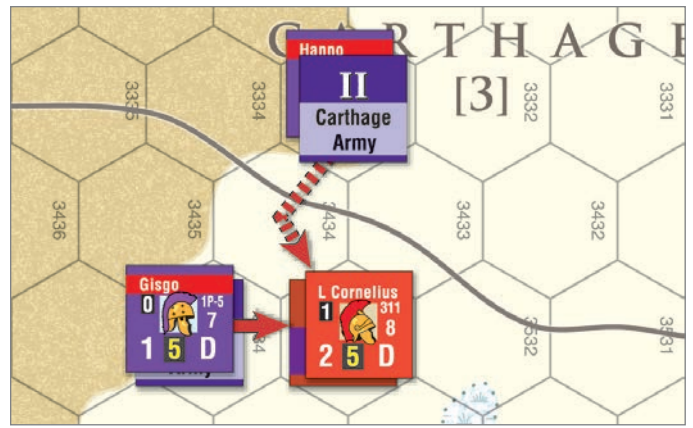
on the BRT for even thinking of retreating. With a successful Avoidance, Hannibal can select another operation, including moving his force to Clusium to conduct additional operations against Scipio.

Historical Note: Fabian tactics - delay and avoid, a realistic, but politically incorrect, reaction to seeing three Roman armies destroyed by Hannibal - are so named after the famous Roman consul of the 2nd Punic War Quintus Fabius Maximus Verrucosus Cunctator (lots of cognomens here). See the historical note on the list of Roman Magistrates.

8.26 Coordination: The attacker and/or the defender can attempt to coordinate his attack/defense with another friendly leader-led force that is within 3 hexes. The Command Hierarchy (5.5, SB 4.8/6.6) is not considered. Coordination attempts take place after any Avoidance attempt. Only one additional force per player may be brought in by Coordination, regardless of how many additional forces are within range. The player with the nearest force, in terms of hexes, checks for Coordination first, defending player if the forces are equidistant. Forces that have successfully used Avoidance during that Operations Phase may not attempt Coordination.

8.27 Coordination Procedure: The Coordination Range is 3 hexes (maximum). To determine whether a force will join in the battle, the following steps are taken:

1. The player wishing to coordinate adds the Campaign Ratings of the two leaders involved in the Coordination attempt. He then halves the total, dropping fractions.
2. From the above total, he subtracts the number of hexes between the two leaders, counting the selected leader's hex, but not the battle hex. He also subtracts the number of non-road River hexsides to be crossed. The path between the two leaders may not include Mountain or Marsh hexes nor may it be through a controlled River hex.
3. The player now rolls the die. If the DR is higher than the total computed in steps 1 and 2, Coordination does not occur.
4. If the DR is the same as or lower than the total, Coordination is successful, and the selected force is moved into the battle hex, checking Attrition for such a move. The units so moved are added to the attacker's and/or defender's force and must participate in the battle regardless of command hierarchy. The leaders in the battle are determined by 5.54 (Ties, player chooses).



EXAMPLE: The Carthaginian army commander Gisgo (1P-5) moves into a hex to attack a Roman army. Two hexes away (no rivers) is another Carthaginian army under Hanno (1P-11), whose army the Carthaginian player wishes to add to the attack. Gisgo's Campaign Rating is 5; Hanno's is also 5. So, $5 + 5 = 10$; halved is 5: -2 (distance) = 3. The Carthaginian player rolls a 1, so Hanno's army is moved to join Gisgo's army.

The above is summarized in the Coordination Chart (AW Player Aid Card #1).

Play Note: Coordination, which happened rarely in ancient warfare, will happen just as rarely in play.

8.28 Either player may attempt Coordination with a friendly force inside a city that is in the same hex using the above procedure. Terrain and hex distance effects are ignored.

8.3 Resolving A Battle

All non-Siege combat is resolved on the Battle Results Table or BRT (AW Player Aid Card #1). The table is a list of adjusted die rolls for the 10-sided die, running from -13 to $+22$, a total of 36 results. To resolve a given battle:

1. Conduct Elephant Commitment (8.31)
2. Determine all DRMs (8.32, 8.33)
3. Roll one die, apply DRMs, and note result (8.34)
4. Distribute Losses (8.35) and check for Leader Casualties (8.6)
5. Conduct Pursuit & Butchery, if applicable (8.37)
6. Conduct Retreats where necessary (8.36)
7. Apply After-Battle Effects (8.53)



8.31 Elephant Commitment: Elephants are used to eliminate enemy SP and/or provide a modifier to the BRT DR. They could end up doing just the opposite. Each player decides whether to commit his Elephants, and how many of them he will commit. If both players have elephants, each player commits one Elephant SP at a time, alternating the die roll for such. The attacking player commits first. For each Elephant SP committed to battle, the player rolls one die and consults the War Elephants Table (AW Player Aid Card #1), applying the results as they happen. Thus, a player with 10 SP of Elephants may choose

to commit up to 10 SP and make ten separate die rolls. He may stop committing elephants at any time; he is not locked into committing a specific number, even if he announces such. If one player halts his commitment, the other may always continue.

Elephant SP are *never* included in the SP totals for normal battle resolution, and uncommitted elephants are not subject to percentage losses, but committed Elephant SP are. Elephants may not be committed or used in any battle in Mountain or Marsh terrain.

8.32 The Battle Die Roll Modifiers (DRM): A positive (+) DRM helps the attacker; negative (–) DRM aids the defender.

Leader Tactical Ability: The comparison of tactical abilities can result in a DRM of as much as +/–9. See 8.33 for how this works.

Subordinate Leader Battle Points: Other leaders with either force may use their Subordinate Leader Ratings as a DRM (maximum of 2 points per player). Leaders in command of the battle do not use their Subordinate Battle Rating to affect combat; they use their Battle Rating.

Combat Ratio: The attacker totals his SP and compares them to the total SP the defender has. This comparison is expressed as a simple ratio, dropping fractions. The players then consult the Combat Ratio Chart (*AW Player Aid Card #1*) to determine the DRM. Odds are always expressed from the viewpoint of the attacker, so odds in the attacker's favor will produce a positive DRM, while those in favor of the defender will produce a negative DRM. Elephant SP are not included in these calculations.

Cavalry Superiority: Determine the difference in cavalry strength by subtracting the cavalry SP of the player with the lesser amount from the player with the larger amount. Consult the Cavalry Superiority Chart (*AW Player Aid Card #1*) and cross reference this difference with terrain and whether the force is Roman to determine the battle DRM for Cavalry Superiority.

Failed Interception Attempt: +2 DRM (6.55)

Failed Avoidance Attempt: +2 DRM (8.23)

Ambush: +5 DRM (6.58)

Double Envelopment: +4 DRM (6.57)

Rivers: If any attacking force, including a coordinating force, has crossed a river hexside from a hex adjacent to the battle hex (even if along a road): –3 DRM.

Amphibious Attacks: If the attacking force disembarked in the hex or entered the hex via a strait crossing: –3 DRM. If a force is attacked in its debarkation hex or the hex entered after a strait crossing during that Game Turn: +3 DRM. The DRMs do not apply to forces that disembark/cross into a city.

Elite Units: +1/–1 DRM (the attacking player adds, defending player subtracts) for each Elite Type (Infantry and/or Cavalry), regardless of strength. Elite cavalry modifiers apply even if the battle is in Mountain or Marsh terrain.

EXAMPLE: If the player has any Elite Numidian Cavalry units involved in the battle, he will receive a +1/–1 DRM. The number of counters or contingents does not matter. The modifier is determined by Type, here cavalry, regardless of strength. If there were any Elite Infantry also involved, the DRM would be +2/–2.

After Battle Status Effects: Consult the After Battle Status Effects Chart (*AW Player Aid Card #1*) to determine the applicable DRM. If units with more than one ABS participate in the battle, use the worst.

Elephants: See 8.31.

Roman Command Efficiency (CER): –1 DRM for each Legion over the commander's efficiency limit if attacking, +1 DRM if defending (SB 4.9). See the Roman Command Efficiency Chart (*AW Player Aid Card #1*).

Roman Discipline: +1 DRM for each Veteran Legion with at least 6 SP of Roman Citizen infantry if attacking, –1 DRM if defending (SB 5.4).

Carthaginian Army Efficiency (AER): The Carthaginian player adds his Army Efficiency Rating (AER) when attacking and subtracts it (algebraically) when defending. Use the lowest if more than one Army is involved (TB, CR 6.7).

EXAMPLE: An attacking Carthaginian Army with a –2 AER would have a –2 DRM, if defending a +2 DRM.

All the above DRMs are cumulative, and there is no limit to how far up or down the DR may be adjusted, other than the limits of the BRT.

8.33 Leader Tactical Capability: Potentially, the most important adjustment on the BRT is the effect of the relative tactical capabilities of the two leaders in charge of the battle. This comparison not only uses the Battle Rating of the leaders in question, but it also accounts for a range of abilities that each leader may have on a given day, represented by a die roll.

To determine the Leader Tactical Ability DRM, the players use the Leader Tactical Ability Table (*AW Player Aid Card #1*), as follows:

STEP 1: Each player notes the Battle Rating of the leader who is commanding in the battle (5.53).

STEP 2: Each player rolls a die and cross-references that DR with their leader's Battle Rating and consults the Leader Tactical Ability Table to determine their leader's Tactical Ability for that battle. A defending force without a leader has a Tactical Ability of 0.

STEP 3: The leader with the higher Tactical Ability now subtracts the Tactical Ability of the other leader, and the resultant number is the DRM in his favor.

8.34 Combat Results: Combat results are expressed either as a percentage loss or a "*" (minimal) loss in terms of SP by the attacker, to the left of the slash, and by the defender to the right of the slash. Thus a 30/20 result means the attacker loses 30% of his SP, the defender 20%. The percentage loss given on the BRT is adjusted as follows:

- If the Combat Ratio DRM was greater than +3, decrease the attacker's loss by 5% for each DRM greater than +3.
- If the Combat Ratio DRM was less than -3, decrease the defender's loss by 5% for each DRM below -3.

The adjusted percentage can never be less than 0%. If either of the above two conditions apply, the minimum loss for the smaller force is 1 SP. The percentage loss is *not* adjusted if that result occurs through an Unpredictable Result (8.4).

If the result on the BRT was a "*", there is no loss to the attacker if the Combat Ratio DRM is greater than +3, no loss to a defender if the Combat Ratio DRM is less than -3. Otherwise, the affected player rolls the die. The DR result is his SP loss, which cannot exceed 5% (round down) of his total SP.

There is no percentage loss or DR adjustment in any circumstance if the result occurred through Unpredictable Result (8.4).

Play Note: With a */30 result, the attacker would take no loss if the Combat Ratio DRM were greater than +3; otherwise, the attacker SP loss would be equal to a DR (and yes, 0 means no loss) but no more than 5% of his total SP unless it was an Unpredictable Result.

EXAMPLE: A force of 50 SP attacks a force of 10 SP with a BRT result of 10/30. The attacker takes no loss, (+5 Combat Ratio DRM), while the defender loses 3 SP (30% of 10) and must Retreat.

8.35 Distribution of Losses: If the BRT loss is in terms of SP due to "*" result, the affected player may distribute the SP loss in any manner; otherwise, the adjusted percentage loss is applied as follows:

INFANTRY: Consult the Percentage Loss Chart (*AW Player Aid Card #1*) and cross-reference the percent loss from the BRT with the total *non*-Legion infantry strength present to determine the total *non*-Legion infantry SP loss. If there were more than one leader-led force, apply the percentage to each force separately. The SP losses are divided as evenly as possible among the different contingents. Any uneven losses are assigned by the affected player with the exception that any Elite contingent must take the loss first.

EXAMPLE: A Carthaginian Army, a Carthaginian Detachment, and a Carthaginian Allied leader each with infantry units battled two Roman Consular armies. The Carthaginian player's percentage would be applied separately to each force. Similarly, the Roman percentage loss would be applied separately to the *non*-Legion infantry in each CA.

CAVALRY: Consult the Percentage Loss Chart and cross-reference the percent loss from the BRT with the total *non*-Legion cavalry strength present to determine the total *non*-Legion cavalry SP loss. If there were more than one leader-led force, apply the percentage to each separately. SP losses are distributed as the owning player sees fit with the exception that the contingent in each force with the most cavalry SP must take more SP losses than any other individual contingent. If the percentage loss is 50% or greater at least 1 Elite SP must be eliminated if present.

ELEPHANTS: Committed Elephants use the Cavalry method for extracting losses. Uncommitted Elephants do not suffer losses.

Play Note: To use the Percentage Loss Table, cross index the percentage loss with the number of either infantry and/or cavalry SP. If the size of the force is 10 or less, read the result directly from the table - a 20% loss on a 4 SP force would give a 1 SP loss. If the number of SP is greater than 10, use the column associated with the 10's digit of the force size added to the column for the 1's digit - a 20% loss on a 25 SP force would use the 20 and 5 columns along with the 20% row to give a 4+1 = 5 SP loss.

EXAMPLE: A Carthaginian army composed of 78 infantry SP (45 Libyan, 15 Iberian, and 18 Gauls), 18 cavalry SP (10 Iberian and 8 Numidian), and 2 committed EL SP that incurs a 20% loss removes 16 SP infantry, 4 SP cavalry, but no elephant SP. Each infantry contingent would incur a 5 SP loss, with the remaining 1 SP removed as the Carthaginian sees fit. The cavalry loss would be 3 SP of Iberian cavalry and 1 SP of Gallic cavalry since the Iberian contingent was the largest so must take more losses than any other single contingent.

LEGIONS: Consult the Percentage Loss Chart and cross-reference the percent loss from the BRT with the total Legion infantry strength present to determine the total Legion infantry SP loss. The SP losses are divided as evenly as possible among the Legions and then within each Legion as evenly as possible between the Citizen and Ala units. Apply any uneven losses among the Legions to the Veteran Legions before the Recruit Legions. Apply any odd loss within a Legion to Citizen unit if present.

Use the same process for the Legion Cavalry with the exception that if there is an odd SP, remove it from an Ala unit if present. Roman auxiliaries are treated separately using the INFANTRY and CAVALRY methods described above.

EXAMPLE: A full strength Consular Army (two Legions, one Veteran and one Recruit) with 36 SP infantry and 8 SP cavalry incurs a 30% loss (11 SP infantry, 2 SP cavalry). To satisfy his infantry loss, the Roman player removes 6 SP from the Veteran Legion and 5 SP from the Recruit Legion. In the Veteran Legion, 3 Citizen SP and 3 Ala SP are removed.; In the Recruit Legion, 3 Citizen SP and 2 Ala SP. The Roman player then removes 1 SP Ala cavalry from each Legion. If 6 SP of Auxiliary infantry SP were present, 2 SP of those would be lost as well.

Cavalry Loss Option: A player may choose to trade cavalry losses for infantry. For every cavalry SP loss that he chooses above the number he is mandated to lose, he may reduce his infantry losses by 2. This choice is made before distributing the losses.

EXAMPLE: Thus, using the example in 8.35, the player could take 5 cavalry SP losses, instead of 4, and then reduce his infantry losses from 16 to 14.

8.36 Retreats: Retreats are only sometimes mandatory. It is possible that both players may remain in the hex after the battle.

MANDATORY RETREATS: A player *must* retreat all his units in the hex using the Retreat Procedure described below if he received a **bold** percentage loss on the BRT.

VOLUNTARY RETREAT: If there is no Mandatory Retreat, the player with the higher percentage loss *may* Voluntarily Retreat. If both players suffer equal percentage, both *may* Voluntarily Retreat, the defender choosing first.

RETREAT PROCEDURE: The player retreats his force up to 3 hexes. The force must leave the hex it is in unless the force can retreat into a friendly city in the same hex. The force cannot retreat:

- across the hexside through which an opposing force entered the battle hex immediately prior to the battle resolution, *or*
- across an impassable hexside or into an impassable hex, *or*
- across a River into an enemy-controlled hex (6.35), *or*
- into a hex the force already entered, *or*
- across a strait hexside (6.39)

The force may enter:

- an enemy-occupied hex but may not leave that hex unless the hex is also occupied by a friendly force *or*
- an unbesieged friendly city, including one in the same hex.

A retreating force is eliminated if it must leave the hex (no friendly city there) but cannot. The retreating force cannot drop off or pick up units, nor can the force be Intercepted. A besieged force that must Retreat stays in the city.

All retreats incur 1 ALP for each hex more than one retreated (2 ALP for Mountain/Marsh hexes), plus 1 ALP for each non-road river hexside crossed. Extract Attrition losses at the end of the retreat.

EXAMPLE: A force retreats 3 hexes through Rough and Flat hexes, crossing one river (no road). The force loses 3 SP of the player's choice.

8.37 Pursuit & Butchery: A force that conducts a Mandatory Retreat is subject to additional losses (the fleeing troops get cut down while running away) prior to conducting the retreat. If the retreating force has more cavalry SP than the opposing force, there are no losses. Otherwise, use the cavalry SP differential and consult the Cavalry Superiority Chart to determine the Cavalry Superiority DRM which will be used as a Pursuit Factor (PF). The minimum PF is 1 regardless of the chart result or the terrain where the battle occurred.

EXAMPLE: A non-Roman player who did not retreat has 14 SP while the retreating player has 6 Cavalry SP. If the battle occurred in a Flat or Rough hex, the PF would be 2. If in a Mountain/Marsh, the PF would be 1.

The opposing player rolls the die, multiplying the DR by the PF. The result is the percentage of additional losses incurred by the retreating force, rounded down to the nearest percent value on the Percentage Loss Chart. Thus, a PF of 3 and a DR of 6 would produce a 15% butcher's bill (18% rounded down to

15%). Regardless of the DR, the maximum percentage is 50%. Losses are distributed using the procedures described in 8.35.

Play Note: *The Pursuit & Butchery modeled here occurred as the losing troops fled the field, usually to their camp. The retreat of the defeated army occurred after these and any other scattered survivors were gathered up.*

Design Note: *In ancient battles, many (if not most) of the casualties occurred after the battle was lost or won, and these casualties could be extremely heavy. Losing a battle was not simply a matter of reaching a breaking point, which, in terms of casualties, was often exceptionally low. It was the fact that the winners usually butchered the fleeing losers. Losing a battle is usually a disaster, even if the actual battle results were not.*

8.4 Unpredictable Results

Historical Note: *Ancient battles sometimes, but not often, produced results far out of line with what one would normally think would happen. Maybe the gods were angry, maybe the laws of possibility had a direct link-up to the local priesthood. Regardless of what you bring to the battle table, you must operate under that old Sabine proverb, "One Never Knows, Do One."*

If a combat result on the BRT is an X, the attacker has attained an Unpredictable Result. Grab your Valium, sacrifice that lamb, burn that incense ... and roll again, adjusting the DR by the number next to the X. Both players may also choose to add (attacker)/subtract (defender) to the DR any Guile Points their commander for that battle has available. Such a choice is made first by the attacker and then by the defender. This adjusted DR (which is never adjusted below 0 or above 9) is the number in brackets, for example [4] on the BRT, and the result for that battle.

EXAMPLE: The Roman player's adjusted DR on the BRT is -5, giving X/(-2) result. His leader in charge has a Guile Point to spend, so he does so, while his opponent declines to use any Guile Points. The Roman player rolls a 5, applies the net -1 DRM to give a [4], and 15/10 battle result.

8.5 Victory, Loss And After Effects

8.51 The player whose force did not retreat (8.36) is the Winner of the battle, while the player whose force retreats is the Loser. The battle is a Draw if neither or both forces retreat.



8.52 Major Victory: A player wins a Major Victory if he is the Winner of the Battle, the defeated force had at least 20 SP before the battle, and the defeated force suffered at least twice as many SP losses as did the winning force. Elephant losses do not count but losses from Pursuit & Butchery do.



8.53 After Battle Status (ABS): Aside from the political effects of winning or losing, a major

battle finished many of the participants. It is extremely rare to find an army, even an army as spectacularly victorious as Hannibal's was from 218-216 BCE, fighting more than one battle a year. Therefore, in addition to the combat losses, the following statuses are applied to all combat units after a battle:

Winner (any level)	DISRUPTED
Loser (no Major Victory)	DISORGANIZED
Loser (Major Victory)	USELESS
Draw (losses are ≤ 15%)	DISRUPTED
Draw (losses are > 15%)	DISORGANIZED

If a unit already has an ABS, it retains that ABS unless the new result is worse: Useless is worse than Disorganized and Disorganized is worse than Disrupted. Thus, a Disorganized unit would remain so unless it received a Useless result.

The above status applies only to land battles where one side started with at least 20 SP. In addition, the status does not apply to the winning force that loses no SP, nor does it apply to sieges.

***Play Note:** Instead of using a DISRUPTED marker, the reverse side of the Army/Legion marker may be used to indicate that status.*

8.54 The effects of ABS apply to a force if any units have that status. If the force has units with different ABS, use the worst.

Refer to the After Battle Status Effects Chart for a complete list of the effects.

***Play Note:** ABS has no effect on Avoidance, as this capability is more reflective of a leader's ability. ABS also has no effect on individual leaders, only combat units.*

8.55 Units with an ABS may recover in one of two ways:

RECOVERY FROM BATTLE: In the End-Turn Phase Recovery from Battle segment (G/3), all units with an ABS automatically improve their status by one level, from Useless to Disorganized, Disorganized to Disrupted, or Disrupted to no ABS.

CITY RECOVERY: Units with an ABS that are inside a Large or Medium city may improve their status by one level as above if the leader conducting operations is there, could include them in a force, and the leader remains with the force inside the city for the duration of the leader's Operations Phase.

8.6 Leader Casualties

Leader casualties usually occur as the result of battles, sieges, etc. and may occur as Augury Events (13.0) or the inexorable progress of time, disease, etc. Killed/wounded leaders, regardless of how/where/when it happens, may be replaced.

8.61 Every time a leader is involved in a combat where his side lost at least 1 SP, that side's player must check to see if the leader survives. For that, the player uses the leader's Mortality Rating (MR). For battle casualties, the player checks for every leader involved at the conclusion of the battle, as follows:

STEP 1: Roll the die and apply a +1 DRM if the leader's side was the Loser of the battle.

STEP 2: If the adjusted DR is lower than the MR, there is no effect. If the DR is same as or higher than the MR; there is a Leader Casualty. Roll again. There is no adjustment to the second die roll.

STEP 3: If the second DR is lower than the MR, the leader is wounded. If the second DR is the same as or higher than the MR, the leader has been killed.

8.62 Killed leaders are removed from the game. Wounded leaders are placed on the Game Turn track in the space for the next Game Turn.

The above is summarized in the Leader Loss Chart (*AW Player Aid Card #1*).

8.63 Leader Replacements: A player may replace a Killed/Wounded leader in the following circumstances:

- When the LAM of a Killed/Captured/Wounded leader is drawn from the pool, the player may use that LAM for the sole purpose of bringing in a replacement leader.
- A replacement leader may be brought into play during the Return/Replace Leaders segment (A/2) of the following Game Turn.
- An OC may use a Guile Point to bring in a replacement leader using a Manpower Operation (5.3 G). All rules that apply to that operation for raising troops also apply here (in terms of how many times per Operations Phase, Finishes, etc).
- As specified in a Scenario book rule or individual scenario special rule.

8.64 Leaders may (not must) be replaced. The leaders available as replacements are those in the player's leader pools or as otherwise designated in the scenario special rules. Replacements for Wounded leaders are always drawn from leaders not on the map. Killed/Captured leaders may be replaced by leaders already in play in some circumstances as described in a Scenario Book or specific scenario special rule. Generally, a Wounded leader cannot be replaced if there are no available out of play leaders.

8.65 Leaders entering the game as replacements are placed in the hex/city with either the force the former leader was with when he met his demise or with the player's Overall Commander. A Roman replacement leader may be placed in Roma instead. The replacement leader may be placed in a besieged city. Replacement leaders already on the map stay where they are.

8.66 The number of LAMs available to a replacement leader who enters play via 8.63 A or C is highly restricted. If the removed leader has any LAMs remaining in the pool, place

one of the replacement leaders' LAMs into the pool; otherwise, none are added at this time. Any of the replaced leader's LAM's remaining in the pool are ignored when pulled.

There is no adjustment to the LAM pool when a Roman leader enters as a replacement or when the replacement leader is already in play. Any of the remaining LAMs belonging specifically to the removed leader are ignored when drawn (8.63 A is an exception).

8.67 Return of Wounded Leaders: Wounded leaders are returned to the map during the Return/Replace Leaders segment (A/2) of the next Game Turn. A leader of an assigned force (Army, Legion, etc.) is placed with that force. If the leader was besieged at the time of his removal, he is placed in that city if still under siege. In all other cases, the leader is placed in the same location as his replacement, or if there was no replacement, with any friendly unit. Any replacement leader brought in to fill in for the wounded leader is removed at this time and is once again available as a replacement.

EXAMPLE OF A BATTLE

Hannibal, with a Battle Rating of A, attacks a Roman army in I-4705 (Flat) under Consul Varro, who has a Battle Rating of E. The numerical odds, expressed in terms of the Carthaginian attackers, are 1-2 (97 SP to 176 SP). However, the Carthaginians have 13 SP more cavalry than the Romans. The following battle DRMs apply:

Overall Leadership: *The Carthaginian player rolls a 3 for Hannibal, giving him a Tactical Ability of 6. The Roman player rolls a 6 for Varro, for a 3 Tactical Ability. The Leadership Tactical Ability is a +3 DRM (Hannibal's 6 minus Varro's 3).*

Subordinate Leaders: *Rome has no leaders with a Subordinate Battle Rating, but Hannibal has Mago and Maharbal, both supplying 1 point each, for a +2 DRM (the maximum).*

Strength Comparison: *The Carthaginians are attacking at 1:2, which is a -2 DRM.*

Cavalry Superiority: *Hannibal has 13 SP more cavalry than the Romans in Flat terrain, which gives him a +4 DRM.*

Elite Units: *One of the Roman Legions is Veteran, so there is a -1 DRM for Roman Discipline. However, Hannibal's Numidian cavalry is Elite for +1 DRM. The two DRMs cancel each other out.*

Roman Command Efficiency: *Varro's E Rating means he can only command 2 Legions effectively. Here he is commanding 8, so he is 6 over his limit, which gives the Carthaginian player a +6 DRM.*

Carthaginian Army Efficiency: *Hannibal's Army Efficiency Rating is +2 so the Carthaginian player receives a +2 DRM.*

The total DRM, expressed from the attacker's viewpoint, is +15. (In order, from above, +3+2-2+4+0+6+2=+15).

The Carthaginian player rolls a 7, to which he adds 15 for an adjusted DR of +22. The Roman player loses 75% of his army—133 SP!!!; the Carthaginian player, whose result was a "8", rolls a 4, which means he loses 4 SP which is less than 5% of his 97 SP.

Historical Note: *The above example is a game representation of the smashing defeat of the Romans by Hannibal at Cannae. Notice how little effect sheer numbers had on the outcome, and how the result was greatly affected by the level of command capability on both sides. Although the DR was the best the Carthaginian could have gotten, we did not consider the Pursuit & Butchery rule (8.38).*

9.0 CITIES AND SIEGES

All cities, regardless of size, are assumed to have at least a couple of guys hanging around as a garrison, so cannot simply be entered unless they are allied to or controlled by that player. Units inside a city may not be attacked using the normal combat rules. Instead, cities are captured by Assault (9.3), Attrition (9.5), Treachery (9.6), or Surrender (9.7). All but Surrender requires the target city to be Under Siege.

Historical Note: *The Art of Siege was not one fully attainable by most of the protagonists in this game. Much of the Hellenistic Art of Siege, as perfected under Alexander the Great had, curiously, and unlike the use of elephants, not progressed westward to any great extent. The "science" of siege defense, huge walls encircling even the largest cities, far outstripped the technology of siege tactics. Most sieges consisted of simply trying to swindle, scare and/or starve the inhabitants into submission. Treachery was the favored methodology. All out assaults were often a costly hit or miss propositions. The Punic Wars were one of the turning points in the development of Siege techniques in this era.*

9.1 City Intrinsic Defense Strengths

9.11 City Size: Cities are Large (e.g., Carthage/C-3028), Medium (e.g., Lilybaeum/I-5526), or Small (e.g., Ausculum/I-4608). See the Terrain legend on the maps for visuals.



9.12 IDS: Each city has a standard Intrinsic Defense Strength (IDS), according to their size: Large = 7, Medium = 3, Small = 1. A city's IDS represents the difficulty besiegers will encounter in capturing that city by siege if an appropriately-sized garrison defends the city. In some scenarios, and in certain periods of time, these IDS may vary; for example, Agrigentum (I-5923, also known, historically, as Acragas) during the Punic Wars. These changes are noted in each scenario.

The IDS also determines the number of City Militia SP placed in the city when it is placed Under Siege (9.21).

Design Note: *IDS represents a variety of items, from walls to available city militias, to morale.*

9.2 Conducting a Siege

To capture a city, the player must either undertake a siege or induce a city to Surrender. A player must first place a city Under Siege, itself a Siege Operation, to use the Assault, Reduction, and Treachery Operations, or to enable the effects of Attrition.



9.21 Under Siege Definition: The leader conducting operations may place a city Under Siege by conducting a Siege Operation in the city's hex, but only if:

- there is no enemy force in the hex outside the city *and*
- the leader's force has at least twice (2x) as many *infantry* SP as the city's IDS.

In response, the besieged player places City Militia SP inside the city equal to the city's IDS and places an UNDER SIEGE marker in the hex.

EXAMPLE: To besiege a city that has an IDS of 4 requires at least 8 SP of infantry present.

All friendly units in the hex, but outside the city, are besieging. Any friendly forces that enter the hex in subsequent Operations Phases are considered besieging while in the hex. Besieging units may leave the hex at the player's discretion.

Units cannot enter or be placed inside a besieged city nor can units inside a besieged city leave unless the city is also a port. Friendly Leader Movement, Naval Transport (7.2), and unit placement/removal are allowed into and from a besieged port.

9.22 Avoiding a Siege: If a player has a force with a leader inside a city that is about to be placed Under Siege, that player may attempt Avoidance (8.22) with that leader's force rather than risk the vicissitudes of a siege. Use the Avoidance procedure described in rules 8.22-8.24 to resolve the attempt, with the exception that SP can be left behind in the city. Whether the Avoidance attempt is successful or not, the city is placed Under Siege and City Militia placed per 9.21. If the player chooses not to attempt Avoidance, he may have his leader-led force move outside the city (offer battle), cancelling the Siege Operation. The player conducting operations then may conduct an Attack or perform another operation; Continuation is automatic.

9.23 Lifting a Siege: The UNDER SIEGE marker remains in place until one of the following occurs:

- The besieging player voluntarily removes it during the besieging leader's Operations Phase.
- The *instant* the besieging force no longer has twice (2x) as many infantry SP as the city's *original* IDS. The effects of reduction (9.43) are not considered.
- There are no leaders in the besieging force, unless the besieging force includes one or more Legions.
- The siege is successful (9.24).

A leader in a besieging force may initiate an Attack Operation or Interception without lifting the siege if there is another leader-led force, or a Legion for the Romans, with sufficient infantry SP to meet the condition of bullet #2 above not involved in the operation/interception.

Cities regain their IDS immediately, regardless of how the siege is lifted. Remove any CITY MILITIA or IDS markers present.

EXAMPLE: A Roman leader besieging a Medium city (IDS 3) with 2 Legions could initiate an Attack or Interception with one of those Legions if the other Legion had at least 6 infantry SP remaining. A besieging Carthaginian force would need at least two leaders and 6 SP present to do the same. For a Carthaginian Army this could be done by forming a Detachment (TB 6.5) of 6+ infantry SP or simply removing a leader and 6+ infantry SP from the Army and leaving them in the hex.

9.24 Successful Siege: The besieging force is successful, and thus captures the city, when:

- The city falls to an Assault (9.3).
- There are no infantry or City Militia SP inside the city (9.5).
- The city falls to Treachery (9.6).
- The besieged player voluntarily surrenders the city (9.7).

The player concluding a successful siege by Assault or Attrition earns a Major Victory, if the city's IDS is 3 or greater (regardless of garrison size) or if the city's IDS is 1 or 2 and had at least 40 SP (any type excluding City Militia) inside the city at any point during the siege.

9.25 Captured Cities: The occupation (entering) of a captured city is considered part the operation that resulted in the capture (Involuntary Surrender, Assault, or Treachery). If the city is captured through Attrition or if the city is voluntarily vacated, the besieging player may enter immediately. Captured cities may (sometimes must) be Sacked under certain conditions (9.8).

9.26 Attacks on Besieger: A besieging force can be attacked by the besieged force or another enemy force in the hex via an Attack Operation. All besieging units in the hex must be attacked (8.21). The besieging force cannot use Avoidance (8.22) if the besieged force participates in the attack. The besieged player may attempt Coordination (8.26) between a friendly force in the hex and the force inside the city regardless of which friendly force initiated the attack. A besieged force does not retreat and remains inside the city.

9.27 Sallying: A Sally is an attack by a besieged force on the besieging force to inflict some damage and, perhaps, make them think twice about continuing. A Sally can be conducted in two ways:

- as a Siege Operation conducted by a leader within the besieged city; a leader that conducts a Sally is automatically Finished, *or*
- as the result of a Reduction attempt (9.43) by the besieging force.

A Sally is resolved using the Sally Effects Table (*AW Player Aid Card #2*). The sole factor in a Sally is the Battle Rating of the ranking leader of the *besieging* force. The besieging player rolls on the Leader Tactical Ability Table (8.33) to determine the column used on Sally Effects Table. If there is no leader present in the besieging force, use the 0 column. The player conducting the Sally then rolls a die and cross references that roll with this column to find the result. Losses are in infantry SP and are distributed as the affected player sees fit.

EXAMPLE: Hamilcar (1P-7), Battle Rating B, is besieging Agrigentum (I-5923). The Romans have a Legion led by a Praetor within the city. The Praetor is activated and conducts a Sally Operation. The Carthaginian player rolls a 5 on the Leader Tactical Ability Table. Using Hamilcar's B rating gives a result of 6 (note that the Praetor's Battle Rating is not used). The Roman player then rolls on the Sally Effects Table to determine the effect. He rolls an 8 which is cross referenced with a 6 result from the Leader Tactical Ability Table to produce a 1/1 result. Both players must remove 1 SP of infantry. The Praetor is then Finished.



9.28 Siege Engines: Siege Engines are used to aid Assault and Reduction Operations. Siege Engines are moved like any other combat unit, with the following exceptions:

- They may not enter Marsh or Mountain hexes or cross a river except by an existing road.
- Forces with Siege Engines may not use Avoidance unless they eliminate the Siege Engines.
- Forces with Siege Engines may not use Coordination or Interception unless they eliminate or leave the Siege Engines behind.
- Siege Engines may use Naval Transport. However, if more than 10% of the force using Naval Transport is lost, so are any Siege Engines.

For the Romans and Carthaginians, Siege Engines are not assigned to an Army/Legion/Detachment but can be included in their force. Moreover, Siege Engines can only be included in a force with an Army/Legion/Detachment.

9.29 If a force with a Siege Engine is attacked, and is the Loser in the battle, the Siege engine(s) is eliminated. If an enemy force enters a hex that contains only a Siege Engine, or Overruns a force containing a Siege Engine, that Siege Engine is captured and may be used by that player.

9.3 Siege Assault

An Assault is an attempt to take the city by a single *coup de main*. Assault is a Siege Operation and thus the leader is automatically Finished.

Play Note: It is also an uncertain undertaking, fraught with possibly dangerously high losses, outweighed only by the speed of the operation.

9.31 Siege Assault Procedure: The attacking player composes a force of *infantry* SP and Siege Engines to participate in the assault. The leader can use any infantry in the hex, including those that are part of other Legions/Armies if he could normally include their parent Legion/Army in a force. Infantry SP that are Useless may not be included.

The besieged player computes his Siege Assault Defense Strength (SADS), which is the number of infantry SP he has inside the city, *excluding the City Militia*, multiplied by the city's *current* IDS accounting for the effects of reduction (9.43). If the city is garrisoned, the minimum SADS is 2. Even though the City Militia does not contribute to the SADS, they are still considered part of the defense against the assault.

EXAMPLE #1: A city that has an IDS of 3 garrisoned by 7 SP of infantry and 3 City Militia would have a SADS of 21. If the IDS were reduced to 2, the SADS would be 14.

EXAMPLE #2: A Consul and Proconsul are besieging a city together. The Consul could draw infantry SP from any of the Legions present for the assault. The Proconsul could only use those from his own Legions.

9.32 A city without infantry units is considered to have a SADS equal to the number of City Militia SP present. Thus, the SADS of a city with a 3 IDS is 3.

9.33 The Assault Die Roll: The assaulting player compares his SP total to the SADS to derive an Assault Ratio, rounding down. He then rolls the die and consults the Siege Assault Table (*AW Player Aid Card #2*). The DR is adjusted as follows:

- +1 DRM for each Siege Engine included in the assault.
- +1 DRM if the leader of the assault has a better Battle Rating (A is the best) than any defending leader or if there is no leader inside the city.
- 2 DRM if any of the assaulting SP are Disrupted.
- 4 DRM if any of the assaulting SP are Disorganized (not cumulative with the above).
- ? DRM for the assaulting player's NS Level of the adjacent sea zone if the city is a Port.
- 1 for each Legion providing SP over the leader's CER limit.

If the adjusted DR is the same as or higher than the number listed under the Assault Ratio, the Assault is successful; if lower the Assault is unsuccessful.

Design Note: The leader effect is minimal because few leaders had any acumen in this area of warfare.

9.34 Siege Assault Table Results:

- **Unsuccessful:** The city has withstood that assault. Both sides take losses per 9.35 and the city remains under siege if the conditions in 9.23 are still met.
- **Successful:** After both players take losses (9.35), the attacker enters and captures the city. He may either Sack it (9.8) or disperse any surviving non-City Militia per 9.74.

EXAMPLE: A Carthaginian Army with 17 SP infantry, but no Siege Engines, under Hanno (1P-12) (Battle Rating C) is assaulting Megara (I-6219), garrisoned by 9 SP Syracusan infantry and 1 SP City Militia with no leader. The Syracusans have a SADS of 9 (9 infantry SP x 1-Megara is a Small City). The Carthaginian player decides to use 14 SP (8 Gallic and 6 Iberian SP) in the assault. The Assault Ratio is rounded down to 1.5 to 1, but the Carthaginians receive a +1 DRM for Hanno. The Carthaginian Player rolls a 4, increased to a 5, but that is lower than the needed 6, so the Siege Assault is unsuccessful.

9.35 Both sides usually suffered losses, often heavy in an assault. (Siege Assault is a very calculated risk). The bottom section of the Siege Assault Table describes how to determine the attacker and defender losses based on the outcome of the assault. Each player rolls the die and uses that roll to determine his loss percentage from the relevant section of the table. The players then use the Percentage Loss Table to determine the number of SP lost. For the defender, this includes all infantry and City Militia SP present. Cavalry and Elephant units are ignored. Losses for both players are distributed per 8.35, treating the City Militia separately from the other infantry present. Assault losses do not affect a city's IDS; only Reduction and Sacking do.

EXAMPLE: Using the results from above, Attacker Unsuccessful, the Carthaginian rolls a 3, halved, then rounded up to 2. This result multiplied by 10% gives him 20% losses, which means he must eliminate 3 SP. He removes 2 Gallic and 1 Iberian SP. The Syracusan player rolls a 5, which means he loses 25% of his garrison; 2 SP Syracusan infantry, but no City Militia.

9.36 If a Siege Assault is Unsuccessful and the loss DR from 9.35 was 7, 8, or 9, one Siege Engine that participated in the assault is eliminated.

9.37 Leaders involved in the besieger's assault force and all leaders inside the assaulted city, must check for casualties (8.61) regardless of the number of SP lost.

9.4 Siege Reduction and Repair

Reduction is an attempt to reduce the effectiveness of the city's IDS (its walls) to the point where such reduction allows the besiegers to assault the city with confidence. Reduction is dependent upon relative technological levels and skills at such operations. Repair is an effort to rebuild what has been reduced.

9.41 The ability to conduct effective Reduction/Repair is dependent on the Siege Capability Rating (SCR) of the army involved in the Siege and in some cases the presence of a Siege Engine. The SCR Rating runs from -3 to +3, and it is used by both the besieger and the besieged as a DRM; see 9.43 and 9.44.

9.42 A leader may conduct a Reduction or Repair Operation at any time during his Operations Phase. Both operations are Siege Operations and can only be conducted if the city is Under Siege. The Reduction Operation is only available to a

besieging player, while the Repair Operation is only available to a besieged player. For both operations, Continuation is by die roll (5.25). If a besieging leader is undertaking a Reduction Operation, the attempt is to reduce the city's IDS. If a besieged leader conducts a Repair Operation, it is to rebuild a reduced IDS. It cannot be used to increase the original IDS.

Important: A Reduction attempt against a Large city requires the presence of a Siege Engine in the besieging force.

Design Note: Rome, Carthage, Syracuse, and a few others were beyond the siege capabilities of these armies to effectively reduce the physical defenses without extensive siege equipment.



9.43 To attempt Reduction, the besieging player rolls one die, adjusted by his SCR, and consults the Siege Reduction & Repair Table (*AW Player Aid Card #2*). If the Reduction result is greater than 0, the city's IDS is reduced by the number indicated, though a city's IDS cannot be reduced below 1. A 0 result allows a garrison to Sally (9.27), whether there is a leader present or not. For each Siege Engine the besieging player has in the hex, there is a +1 DRM to the Reduction die roll. Use an IDS marker to indicate its new level.

EXAMPLE: The Consul L. Manlius Vulso, who is besieging a Carthaginian army in Syracusae (IDS 7), decides to attempt to reduce the city's defense in preparation for an assault using his one Siege Engine, which is required since Syracusae is a Large city. The Roman Siege Capability Rating is at -3. The Roman player rolls a 7, which is reduced to 5 (-3 for the SCR and +1 for the Siege Engine). The result is 0 (no effect on the city defenses) and the besieged garrison may immediately conduct a Sally. After completing the Sally, the Roman player may roll for Continuation using Vulso and if successful conduct an operation, including another Reduction attempt.

9.44 To attempt Repair, the besieged player rolls one die, adjusted by his SCR, and consults the Siege Reduction & Repair Table. If the Repair result is greater than 0, the city's IDS is increased by the number indicated, up to the original IDS. Siege Engines have no effect on Repairs. Remove or replace an IDS marker to indicate its new level.

Play Note: Yes, it is easier to repair than reduce, as per the table. That difference can be overcome by using Siege Engines and having a better Siege Capability.

9.5 Siege Attrition



9.51 Siege Attrition LAMs: There are three Siege Attrition LAMs which are placed in the LAM Pool at the start of every Game Turn. When a Siege Attrition LAM is drawn, players check for the results of attrition for all sieges and the units involved. If there are no Sieges in progress, the LAM is ignored.

9.52 Siege Attrition Procedure: When a Siege Attrition LAM is drawn, the players alternate selecting a siege to resolve. Use a die roll to see who chooses first. For the selected

siege, each player rolls a die and consults the Attrition Results Table (*AW Player Aid Card #2*). The besieged player uses the Siege Inside City column, while the besieger uses the Siege Outside City column. The die rolls are modified per the table and then cross-referenced with the column representing the total SP inside the city (including the City Militia SP) or hex, respectively. Cavalry and elephants, which have no use in a siege, are counted when determining SP for Siege Attrition. As noted on the table, cavalry SP are doubled when determining each player's total SP (they may not be helpful, but they are eating). The result is the number of SP lost – see 9.55 below.

9.53 Foraging: The besieging player may forage to reduce attrition. This decision must be made prior to either player's die roll. Foraging provides a -2 DRM, but all three of the following must apply:

- the besieging player must control the province *and*
- the city must be in a Flat or Rough hex *and*
- the province cannot be Devastated.

In addition, each time a besieging army forages, that player rolls for Devastation (6.73).

9.54 Supply: The besieging player receives a -3 DRM to his Attrition DR if the besieging units are within 3 land hexes of a controlled/allied city that is not Under Siege and not in a Devastated province. The path may not include hexes occupied by enemy units or adjacent to an unbesieged enemy force with a leader. A city may provide supply to only one siege per Siege Attrition LAM.

If the besieged city is a port, the besieged player receives a DRM equal to the *besieging player's* NS Level for the zone adjacent to the port.

9.55 Siege Attrition losses usually apply only to infantry or City Militia SP. However:

- either player may choose to eliminate 2 cavalry SP to satisfy 1 infantry SP loss.
- the besieging player (only) may choose to eliminate 1 elephant SP to satisfy 1 infantry SP loss.
- the besieged player (only) automatically loses 1 elephant SP. This loss is in addition to any SP lost from the attrition roll.

9.56 The owning player may distribute his losses among his contingents in any way he chooses. If all infantry and City Militia SP in the city have been eliminated, the besieging force captures and enters the city. That player may either Sack it (9.8) or disperse any surviving cavalry/elephant SP or leaders per 9.74.



EXAMPLE OF SIEGE ATTRITION: Consul L. Manlius Vulso with his Consular Army (36 infantry SP; 8 cavalry SP) is besieging Syracusae (I-6419), a Large city (IDS 7) and a Major Port. Syracusae is occupied by a Carthaginian Army under Hanno (1P-12) consisting of 13 infantry SP and 6 cavalry SP. Syracusae has its full complement of 7 City Militia SP available. The Romans have an NS Level of -2 in the Mare Ionium (not shown). Neither force has an After Battle Status. A Siege Attrition LAM is drawn.

Romans: Vulso cannot forage since he does not control East Sicilia. The Romans do control Megara (I-6219), so Vulso can draw supply from that source (East Sicilia is not Devastated and there are no enemy forces in the way), so this will garner a -3 DRM to the Roman player's DR. The Roman player rolls a 6, adjusted to 2 (-3 Land Supply, -1 Flat hex) and cross references the result with the size of Vulso's force which is 52 adjusted SP (cavalry are doubled). The result is a 2 SP loss. The Roman player eliminates 1 SP Ala infantry from each Legion.

Carthaginians: The Carthaginian player will receive a -2 DRM for the Romans Naval Superiority (or lack thereof) in the Mare Ionium. The Carthaginian player rolls a 7, adjusted to 5 and cross references the result with the size of Hanno's force which is 32 adjusted SP (cavalry are doubled). The result is a 5 SP loss. The Carthaginian player decides to eliminate his 6 cavalry SP to cover 3 SP of the loss and then eliminates 2 SP of the City Militia.

9.6 Treachery

9.61 An enemy-occupied city can be taken by Treachery (a *nom de jeu* that includes bribery, inside politics, fifth columnists, fear, and a whole host of other apparently good reasons). Treachery is a Siege Operation which requires the target city to be Under Siege, requires Guile Points, and, at its conclusion, the leader is automatically Finished (possibly forever, as we shall soon see).

9.62 Treachery requires the expenditure of 1 Guile Point by the leader conducting the operation. For the Romans, only a Consul, Dictator, or Magister Equitum may attempt Treachery in all scenarios; Proconsuls may do so only in the

Thunderbolt scenarios, while Praetors cannot use Treachery in any circumstance. Furthermore, Roman leaders that are allowed to conduct Treachery cannot use Guile Points to modify the DR (9.63). Scenario special rules may provide exceptions.

Design Note: *Why not? Well, Roman patricians sort of felt themselves above this sort of thing. They tended to play by the rules-which is why they could never figure out how to beat Hannibal until Scipio decided to throw away the book, too. He will be an exception ...*

9.63 A city's susceptibility to Treachery is dependent upon its IDS, its defending leaders, and the guile of the leader attempting such underhanded and dastardly deeds.

PROCEDURE: To make the attempt, the besieging player decides how many Guile Points he wishes to expend to influence the DR, rolls a die, and cross-references the attempting leader's Campaign Rating and the City's original IDS (ignore any Reduction) on the Treachery Table (*AW Player Aid Card #2*), applying the following DRMs:

- +1 DRM for each *additional* Guile Point expended by the player attempting Treachery. This DRM is not available to Roman leaders.
- 1 DRM for each Guile Point available to all leaders in the city. These points are not expended but must be available for use.

9.64 The attempt will have one of the following outcomes:

- **Treachery Succeeds:** If the modified DR is *higher* than the value listed on the chart, the city has fallen by Treachery. The city is captured, and any besieging units may enter the city. That player may either Sack it (9.8) or disperse leaders and non-City Militia SP per 9.74.
- **Treachery Fails:** If the modified DR is lower than the value listed on the chart, the Treachery attempt has failed, and the leader is Finished.
- **Trap:** If the modified DR is the same as the value listed on the chart, not only has the Treachery failed, but the whole thing has proven to be a clever ploy on the part of the inhabitants to suck the leader into a position where he could be assassinated! Roll the die. If it is higher than the leader's Campaign Rating (yes, the Campaign Rating) he has been assassinated - killed.

EXAMPLE: A force inside the city with an IDS 3 has three leaders with a total of 2 Guile Points available. The besieging leader has a Campaign Rating of 6, and he expends 1 Guile Point. The besieging player would need a die roll of 8 or better to be successful.

9.7 Surrender

9.71 Voluntary Surrender: A besieged player may always surrender the city voluntarily at any time during the Operations Phase. The besieging player simply enters the city. Both players must agree on what to do with the city's defenders (9.74); they both must agree, or no Voluntary Surrender.

9.72 Involuntary Surrender: Cities may surrender upon a show of force, without an actual siege. The active leader may conduct an Involuntary Surrender Operation against a city in a hex where the leader's force has at least ten times (10x) more infantry SP than the city's SADS (9.31). If the city has no infantry SP inside, use the city's IDS instead. If this condition is met, the active player rolls the die and consults the Involuntary Surrender Chart (*AW Player Aid Card #2*). If the surrender is successful, the active player gains control of the city and places a Control marker there. He need not enter the city unless he wishes to leave a garrison; such entry is part of the operation. Note that in most cases at least 1 infantry SP must occupy Medium and Large cities to maintain control. For the Involuntary Surrender Operation, Continuation is by die roll, with a +2 DRM if the operation was successful, a -2 DRM if unsuccessful.

EXAMPLE #1: Venusia (I-4707) is a Small city with a garrison of 1 infantry SP (garrisoned cities have a minimum SADS of 2). Hannibal is in the hex with a force of 20 infantry SP (10x the SADS). The Carthaginian player can conduct an Involuntary Surrender Operation, which will require a DR of 2 or higher to succeed.

EXAMPLE #2: Capua (I-4412), a Large city (IDS 7) with a garrison of 3 infantry SP, has a SADS of 21. To be eligible for Involuntary Surrender, the "asking" force must number at least 210 infantry SP. A DR result of 8 or higher would be required for success.

Design Note: *It is not a misprint that it is more difficult to continue after a successful surrender than an unsuccessful one. This accounts for the looting, pillaging, and running amok that occurs that takes time and effort to control.*

9.73 Only one Involuntary Surrender attempt may be made per city per a leader's Operations Phase. Involuntary Surrender may not be attempted against a city already Under Siege.

9.74 Cities that Surrender, voluntarily or involuntarily, cannot be Sacked (9.8). The SP (other than the City Militia) present inside the city may be placed in any friendly unbesieged city, mutually agreed to if a Voluntary Surrender, capturing player's choice otherwise, but the hex must be accessible by land movement (no Naval Transport). The SP may not be dispersed to more than 3 cities. If there are no eligible cities, the owning player places the SP in any one friendly unbesieged city in a Home or Allied province (no land movement requirement). City militia SP are removed. Where a non-Roman army is involved, the Army marker must be placed in the city with the largest number of SP. If Legions are involved, they are placed as an integral whole; all the Legion's Citizen/Ala must be placed in the same city. Roman Auxiliaries/allied SP may be placed separately.

9.75 The capturing player determines the fate of any leaders present. They may be either killed and removed from play, released, and placed in an unbesieged city controlled by the opposing player, or held for leader exchange. The exchange can occur at any time and under whatever terms the players

agree. Exchanged Roman and Carthaginian leaders are placed in their respective leader pools; all other leaders are placed by the owning player in any of his unbesieged controlled cities. Roman leaders held for exchange are subject to the Visit from Pluto (SB (3.0 B/1/b)).

9.8 Sacking Cities



9.81 Cities that are captured by Siege Attrition, Assault or Treachery may be Sacked. Upon entering a captured city, the player must immediately declare whether he is going to Sack or not. If sacked, place a SACKED marker in the hex, which reduces its size by one level (Large to Medium, Medium to Small, Small to Non-Existent).

9.82 If a city is Sacked, all leaders and SP in the city are eliminated. If a city is not sacked, the leaders and SP are distributed by the capturing player per 9.74.

9.83 Aside from reducing the size of the city, and doing away with some of the defender's minions, sacking is a two-edged sword:

- the news of the destruction of the city may affect relations with nearby allies (and potential allies); see scenario rules.
- the sacking force may succumb to Looting (9.84).

9.84 Looting: If a city is Sacked, looting may occur. The player that captured the city rolls the die and compares it to the Campaign Rating of the leader conducting operations or the highest-ranking leader (player's choice if all have the same rank) if not conducting operations. If the DR is the same or lower than that leader's Campaign Rating, that leader has managed to restrain his men (within the accepted limits of the era). If the DR is higher than his Campaign Rating, the leader's men have run amok: all besieging units are Disrupted (8.53), Disorganized if any are already Disrupted, and Useless if any are already Disorganized.

9.85 Each Game Turn, in the A/1 Rebuild Phase, any city with a Sacked marker in a province that is not Devastated may be rebuilt, simply by removing the SACK marker. Cities in Devastated provinces may not be rebuilt. Control of a rebuilt Small city is determined by the status (Home, Allied, Neutral) of the province where it is located. The presence of forces in the same hex are not considered.

9.9 Garrisons

9.91 Garrisons are infantry SP that are inside cities as a defense force. Usually, garrisons are without a commander, although being leaderless is not part of the definition. Garrisons are used to enhance the defensive strength of cities.

9.92 A player may only use infantry SP to garrison a city. Cavalry and elephant SP may stay inside a city, but they are never included as part of the garrison when determining the defensive strength of a city. Such units do, though, affect attrition. The Romans cannot use Auxiliaries SP to garrison unless there is also at least an equal number of Legion (Citizen or Ala) infantry SP in the city's garrison.

9.93 A player may leave SP inside a city any time a force begins or ends a Force Movement Operation inside a city, or after a city's capture. There is no requirement that a leader remain with the combat units garrisoning a city.



9.94 City Militia: The instant a city is placed Under Siege (9.21), the player controlling the city adds City Militia SP to the garrison equal to that city's IDS. The City Militia unit is treated as a separate contingent and its SP may be used to satisfy an infantry SP loss from any cause (Attrition, Assault, Sally); however, they may not be used in an Attack Operation, nor are they taken into consideration in determining the SADS if other infantry units are present (9.31 and 9.32). Once the Siege is resolved (via 9.23 or 9.24), any remaining City Militia SP are removed from the map until the next time the city is placed Under Siege.

10.0 MANPOWER

General Principle: There are various sources for, and methods of, raising troops, depending on who is doing the levying. Raising new men, or replenishing old, is an operation (5.3.G). However, unlike other operations, a leader may attempt/perform a Manpower Operation only once per Operations Phase. If that leader wishes to undertake a second Manpower Operation, he must wait until (a) another of his LAMs is drawn, or (b) next turn, if 'a' is not possible. In the longer scenarios, most manpower is raised during the Strategic Phase. See SB 5.0, TB/CR 7.0, and the individual scenarios for the details.

11.0 CONTROL

Players are seeking to control provinces/cities to gain victory and/or raise SP. The individual scenario instructions list which provinces are in play. Provinces that are not in play may never be entered or used for any purpose.

11.1 Province Control

Provinces are either Home provinces, Allied provinces, or Neutral provinces. A player controls his Home provinces, and those provinces that are Allied to him. Neither player controls Neutral provinces. The scenario setup instructions or Province Information Chart (PIC) will identify those provinces that begin play as Home, Allied to one or the other player, or Neutral. Cities in Home or Allied provinces are controlled by and thus friendly to that player unless occupied by SP or control markers belonging to an opposing power. Cities in Neutral provinces are uncontrolled and hostile to players unless occupied by a friendly control marker or garrison.

A player gains control of his opponent's Home or Allied provinces and Neutral provinces through capturing, or otherwise acquiring (events, special rules), a certain number of its cit-

ies. Control of an opponent's Allied provinces and Neutral provinces may also be gained through diplomacy (12.0).

Allied powers/provinces with their own combat units are managed differently and addressed in the scenario rules.

11.2 Military Control



A player controls an opponent's Home or Allied province, or a Neutral province militarily if he controls:

- every Large and Medium city, and if one exists, at least one Small city in the province, *or*
- at least two-thirds (2/3), rounded down—but never lower than half (so 2/3 of 5 would be 3)—of all Small cities in the province, but only if the province has no Large or Medium cities.

A Large or Medium city must be garrisoned (9.9) with at least 1 SP to be considered controlled militarily. Control markers may be placed in a Small city instead of a garrison.

Military control of the province has no effect on the Home/Allied status of the province nor the control of other cities in the province.

EXAMPLE #1: Sardinia is allied to Carthage. Per the scenario PIC, Sardinia is the combination of the Northern and Southern Sardinia provinces on the map. The Roman player gains military control of Sardinia when he controls 6 of the 9 Small cities on the island. Roman military control is immediately lost if the Roman player controls less than 6 cities.

EXAMPLE #2: Campania is a Roman Home province. The Carthaginian player gains military control of Campania when he controls Capua, Neapolis, Cumae and either Salernum or Nola. The Carthaginian player must have at least a 1 SP garrison in the former three cities to control those cities. Carthaginian control is immediately lost if he loses control of any of the three Medium/Large cities or loses control of all Small cities in the province.

Play Note: Remember, a Sacked city is one level less than normal and can recover, thus affecting the formula for control.

11.3 Diplomatic Control

A player may gain control of an opponent's Allied provinces (never Home provinces) or Neutral provinces through a change of allegiance through diplomacy, the outcome of battles, by means of an Augury event, or scenario special rule. The newly allied player gains control of all unoccupied cities in that province. Immediately remove both players' control markers. If a province goes Neutral, all control markers remain in place instead. Cities occupied by SP are unaffected.

The newly allied player gains control of the province unless the other player or another power meets the requirements of military control (11.2).

Play Note: The player control markers are primarily intended to be used to mark controlled Small cities in non-Allied/non-Home provinces that do not have a garrison. Since garrisons by default are considered inside the city, there is no need to use a control marker when a garrison is present unless the garrison contingent can be employed by both players. Nor is there any need for a player to place a control marker on a city in a Home or Allied province.

12.0 DIPLOMACY

Sometimes, winning hearts and minds was just as important as roaming around the countryside laying waste to local industry.

12.1 Provinces and Minor Powers

12.11 Each player (usually) has a Home province, sometimes more than one, that is never affected by diplomacy. All other provinces are either allied to one player or the other or neutral. The provinces that may have their starting allegiance changed are noted in the scenario setup instructions.

12.12 Some scenarios have minor powers (e.g., Syracuse), which may control one or more provinces and often leaders and combat units. These minor powers may begin either neutral or allied to either player and have their allegiance changed just as the provinces.

12.2 Alliances

12.21 The starting Alliance Levels for the Allied and Neutral provinces/minor powers that can be affected by these diplomacy rules are stated in the scenario setup instructions.



12.22 Alliance Level Track: The diplomatic relations between the provinces and the main protagonists are kept track of on the Alliance Level Tracks.

This is a series of boxes, ranging from 0 to 4 (on either side) reflecting the level of relations between that province and a given player. Each province and/or power has a marker which is placed on the track associated with the player the province is Allied to at the start of the scenario. The specific box on the track is given in the scenario setup representing the province's enthusiasm (or lack thereof) toward their ally.

EXAMPLE: Campania is allied to Rome with a starting level of 2 in favor of Rome. The Campania Alliance Level marker is placed in Box 2 on the Roman side of the Roman Allies track. On the other hand, Etruria begins the game Neutral, but with a 3 favoring Rome. The Etruria Alliance Level marker is placed in Box 3 on the Roman side of the Neutral track.

12.23 Once a player has achieved an Alliance with a province, i.e., Level 4 in his favor, that Alliance remains in place until the opposing player achieves a Level 4 in his favor!

EXAMPLE (using the Campania example above): For an opponent to affect a change of allegiance, he would have to move the Alliance Level six boxes, from Box 2 on the Roman side to Box 4 on the Non-Roman side of the Roman Allies track. The marker would then be placed on the Non-Roman Allies track in Box 4 box on the Non-Roman side of the track.

Play Note: *So why bother with achieving an alliance? Well, in the first place, it is a bloodless way to exercise suzerainty and gain control of any ungarrisoned cities.*

12.24 Military control (11.2) has no effect on the Alliance Level and thus the province's allegiance.

12.3 Alliance Levels and Ambassadors

12.31 The Alliance Level of any province(s) may be changed in favor of the player who effects the change as follows:

1 Box in favor of a player who wins a Major Victory via Land Combat (8.52) in any adjacent province. Provinces separated by sea or strait are not adjacent.

2 Boxes in favor of a player who wins a Major Victory via Land Combat (8.52) in that province.

3 Boxes in favor of the player who wins a Major Victory via a successful Siege by Attrition or Assault (9.24) in that province.

4 Boxes in favor of the opposing player if a player Devastates that province.

?? Boxes for using Ambassadors or as result of an Augury event.

The Alliance Level adjustment is made at the conclusion of the operation or phase in which the above conditions are met.

12.32 In an OC's Operations Phase, he may use a Diplomacy Operation to affect alliance levels. To do this he assigns an Ambassador to the province/country with which he wishes to improve relations. It costs an OC 1 Guile Point to assign an Ambassador. In general, only an OC may undertake this operation. Exceptions are noted in the scenario special rules. Only one Ambassador may be assigned to a given province per Game Turn/year.

12.33 The leaders available as Ambassadors are noted in the scenario setup instructions. Unless specifically stated otherwise, Ambassadors are drawn randomly from those available. Not all potential Ambassadors have a Diplomacy Rating on their counters. If the rating is not present, use the Diplomacy Rating Chart (*AW Player Aid Card #1*) to determine the Diplomacy Rating.

12.34 The outcome of the Diplomacy Operation depends on the Ambassador's diplomatic skills and oratorical abilities represented by his Diplomacy Rating. Consulting the Ambassador Table (*AW Player Aid Card #1*), that player rolls the die and cross-references the result with the Diplomacy Rating to see what effect, if any, he has had. The effects are in boxes adjusted, as per 12.31. If a "D" result is obtained, roll the die again and consult the Disaster instructions.

12.35 An Ambassador may not be used more than once per Game Turn.

13.0 AUGURIES



Place the Augury marker in the LAM Pool at the start of each turn. Whenever this is drawn the players refer to the Augury Table for that scenario and rolls the die twice, the first number being the 10's digit, the second the 1's. So, a roll of 5 and 0 is 50. The number corresponds to a random event. Simply follow the instructions for that event as written immediately (they are self-explanatory) unless directed otherwise by the event text. If there is a conflict between the event text and the rules, the event text takes precedence. Not every scenario has Auguries/Events. The shorter scenarios tend to omit such chaos.

Design Note: *This is our Random Events system, wherein we get to throw in a whole host of goodies to upset your best laid plans. In case you did not know, the Romans often consulted augurs to pre-determine how events were going to come out. The local augur would cut open a live chicken and read its entrails. Tarot cards are neater, but you cannot make soup with them afterwards.*

14.0 WINNING THE GAME

The Victory conditions for each game are given in the individual scenarios, as they vary from subject to subject.

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